

Super Mario 3D Land • The Legend of Zelda: Skyward Sword • Kirby's Return to Dream Land • Rayman Origins • Pokémon Rumble Blast • WWE '12 • Shinobi

OCTOBER 2011 SUBSCRIBER EDITION







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Keys to the Kingdom 48

It's the Nintendo 3DS game that everybody's been waiting for: Super Mario 3D Land! We've got exclusive screens and tons of details you won't want to miss!

Reaching for

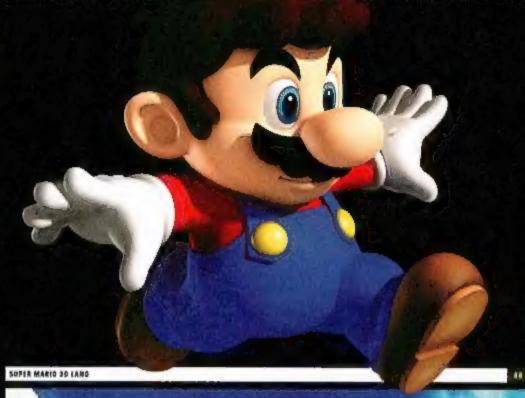
The Legend of Zelda: Skyward Sword for Wil could be Link's greatest adventure yet. Here are 19 new reasons why.

Ready to

Wind up your Toy. Pokemon for an allnew action-packed brawl as Pokémon Rumble Blast comes to Nintendo 30S.

Wrestling Refined

will wwe 12 be the biggest and best torestiling game to hit Wil? We speak to one of the game's designers-and several WWE performers-to get the scoon. Who was woo, you know it!









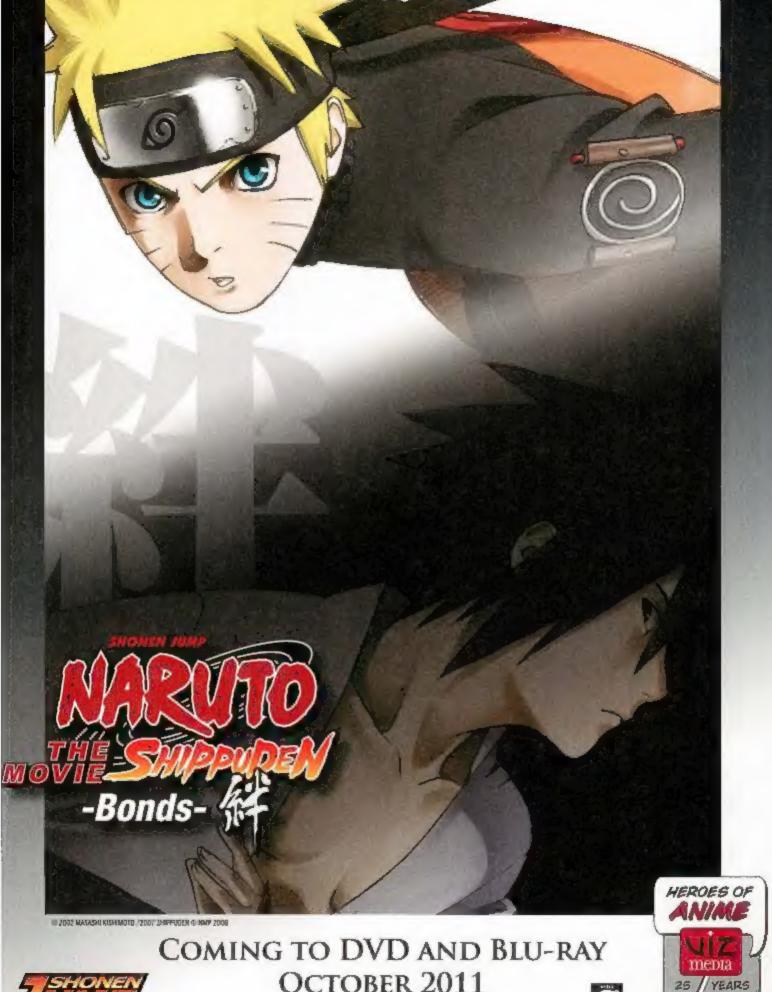




POREMON NUMBER BLAST

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WWE '12



OCTOBER 2011

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for more Heroes of Anime, visil wew.viz.com/Zäyears



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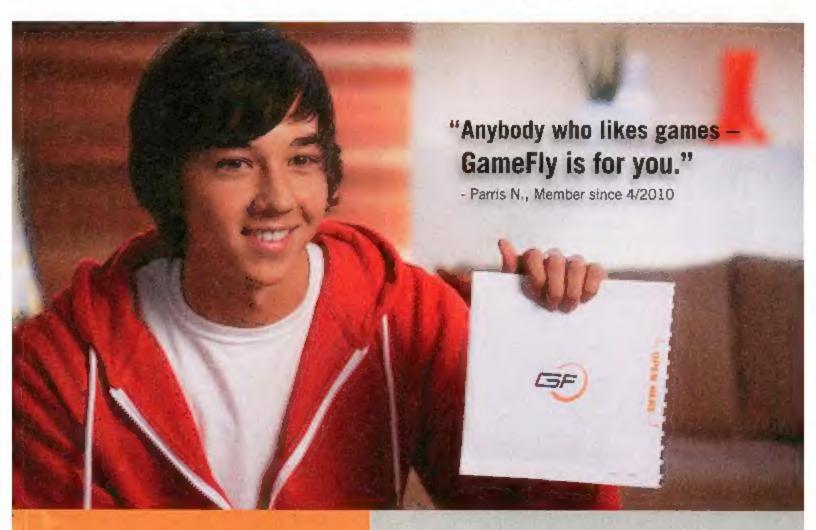
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The Secret to **Mario's Success**





Evil turties. Smiling clouds. Coin-dispensing bricks. Fire Flowers. Angry mushrooms with unibrows. Back before Super Mario Bros, breathed new life into a dying video game industry in 1985, who would've guessed that such absurd concepts would add up to become some of the

most beloved and influential games of all time? As a lifelong fan of the Super Mario series, I've often tried to discern the key to the games' success: the secret ingredient that has made Mario's platformers such big hits while countless copycat games have been left by the wayside, And here's what I've come up with: there isn't one. No single piece of the puzzle is more indispensable than the rest-the key is in how they're put together. It's in the tempo of a well-designed stage; the feel of Mario's actions at our fingertips. Perhaps more than any of Nintendo's other games, the Super Mario titles exemplify the world-class skill of the company's game creators, who can seemingly craft a fun experience out of any set of elements just as a great conductor can weave. together wildly different instruments to make beautiful music. Let's hope the Mario maestros at Nintendo continue to create new compositions for many years to come.





VETE SEPTEMBER 2011

Chris Slate here, back once again to answer your letters while chasing my Tanooki tall around in circles. But first, this month's special letter request: what's the worst that you've ever been stuck in a game? Send your responses to the address on page 8, and we'll print the best ones!

My husband Jason accomplished quite a feat today, one that I am certain you will be impressed with. He was 10 years old when he was given an NES for Christmas in 1987, and since that time he has diligently kept track of every game that he's completed by listing them in a notebook. Well, today Jason beat his 300th NES game, which was GI Joe: The Atlantis Factor, Jason has actually beaten over 500 games across NES, Super NES, Game Boy, OS, and Wil, which is again quite an impressive feat! You would be hard-pressed to find a truer, more loyal Nintendo fan. - AMY R. Wow, that's quite an accomplishmenti I'm especially hapressed because NES titles are generally much harder to beat than the games we get today. Tell your hubby to let us know if he ever outs his list online so that we can follow his progress!

Bowser may be a nuisance, but he actually helps the Mushroom Kingdom. Think about it: he pitches in to save the day whenever Princess Peach gets kidnapped by someone else, and If he didn't sometimes kidnap her himself, we wouldn't get to play Mario games -- BHYFARBUT

T've been playing Master Quest on The Legend of Zeida: Ocarina of Time 3D nonstop recently, and while I was in the Forest Temple, I realized something while battling the Poe sisters. When I checked the name of the first one with Navi, it was Belh. I was recently in a play based on the novel Little Women, so I immediately thought, "Wouldn't it be funny if the other Poe sisters were named after the sisters in Little Women?" Sure enough, the next three Poes were named Joelle, Army, and Meg. the same as the characters in the book. I think it's really cool when Nintendo sneaks in little references like that, and even cooler when I actually get them.

-LOMANIC

Wow, you just blew my mind! To think that there was still something I didn't know about Ocarina. of Time, even after more than a decade of playing it.... That's a true classic for you!

Since reading your article on Rayman Origins, I have been so psyched for the game! I usually look at a game's concept art and think, "This looks so much better than the actual game art." But with Rayman Origins It's like the concept art is the game art, which is-in a word-freaking awesome! (OK, that was two words, but who's counting?) - VISIBLECOT

Thanks for bringing back so many good memories with your N64 anniversary article. I'll never forget the first time I popped out of that pipe in front of Peach's castle...or the epic Super Smash Bros. battles my brother and I had...or staying up all night when we first got The Legend of Zelda: Ocarina of Time. I'll always have a soft spot in my heart for "The Fun Machine."—PATRICK M.



Lucky Number 7

Maybe it's just me, but I kinda don't like how the new Mario Kart is just called Mario Kart 7.—AAGCAL It is an interesting choice since no previous Mario Kart has been numbered, but then again, the series stopped using real subticles with Mario Kart: Double bashil for GameCobe. Personally, I'll take Mario Kart 7 over Mario Kart 3D, which might have been a more obvious choice.

Funky Falcon

Funky Kong and Captain Falcon have many features in common they each wear shades and a belt, and both make interesting fashion choices, such as Funky's cut-off shorts and Falcon's shoulder pads. Who knows: maybe underneath Falcon's race gear is a big furry ape. —PEZODE

Family Tradition

I just realized that Marin and her father Tarin from The Legend of Zelda: Link's Awakening DX obviously get their names from Malon and her father Talon from The Legend of Zelda: Ocarina of Time! —I AM BAMER

Puzzle-Piece Punishment

All three of my family members own a Nintendo 3D5 and love it? Everyone considers their Play Coins too valuable to spend on new Puzzle Swap pleces, so we've devised a fun way to collect them without burdening any one player; we bet, When an argument arises, the loser has to pony up a new puzzle plece. This way, even if you lose the argument, everyone wins! —wesley wo

What The ...?

I came home one day and went to my basement to play Mario Party 7. The basement was really hot, so I took off my clothes. Soon a minigame came up where I had to rapidly press the A Button, I do this best while kneeling, so I knelt and started repeatedly pressing A. Then my older brother came down and saw me in my underwear, kneeling, and rapidly pressing A.... That was awkward.—sononeop You don't know what a relief it was to read that you were at least wanting underwear.

Luigi Love

I was overloyed to see Luigi's Mansion 2 in your magazine, I never stopped believing that Luigi would star in another game some day, and now my wish is coming true! — Luigian paranagow girl.



DON'T HASSLE THE HOFF

Hey, Hoffman! Why don't you have your own video game? And If you did, what would it be about? I have some good ideas. You could have a game where you beat up lamer members of the NP crew and take over the magazine, Another good idea would be that you get to wear a green tunic and go on an adventure with an annoying fairy and a sword. I'd like to hear your idea for an epic game, so please respond! - RED TUNIC The Hoff says: I have several game ideas, but after writing two wrestling articles for this issue (see pages 24 and 68), my top pick would be a game called Spanish Announce Table, to it, you'd use various traps and devices (such as a trebuchet) to launch Steve Thomason. Justin Cheng, and Michael Cole into the table and try to cause as much destruction as possible. Chris Slate would be suspended in a cage above the maybem and would act as my personal ring announcer. C'mon, 7HQ, you know you want to do it!

Egg on Our Face

In response to a reader's question in Vol. 270—"Which came first, the Yoshi or the egg?"—you answered that it was the egg. But when you first find Yoshi in Super Mario World, he says that Bowser put him inside the egg.—PoppyBR0101

Hey, you're right! Now I'm really confused.
Ow, I think I just sprained my brain.

What's Bowser doing stuffing Yoshis into eggs, anyway? Who would bully someone like that? He couldn't just give them wedgies?



Super Mario RPG for the Super NES would make for a great Nintendo 3DS game. With 3D effects, I could finally make those tricky jumps with ease.

-MS, MOBLIN



Which classic Nintendo game would you remake for the Nintendo 308 system, and how would you improve it?

(would bring Duck Hunt to N3DS as a Nintendo eShop game. I'd add a mode in which you control the duck and try to avoid the hunter. and another mode called Whack a-Dog that lets you finally blast that evil deman of a dog. - THE BIB SANK O' RUPERS

I'd remake Eternal Darknessi Sanity's Requiem, Eternal Darkness was one of the first greens I ever played on the GameCube, and I loved at I d use the extra horsepower of the Nintendo 3DS to bring the visuals up-to-date, and use stereoscopic 3D effects to enhance the game's dramatic camera angles, which are often top-down. The touch screen could show the inventory and be used with some of the puzzles. Throw in a few extra alternate endings, and Eternal Darkness: Sanity's Requiem 30 could be a platform-maker for the Nintendo 3DSI - THE LEGEND OF TATER: A LINK TO THE TOTE

I would take Paperboy and make it more realistic. I'd add obstacles tike people who try to avoid payment, gang members who try to muscle the paperboy, pit buils, sleep deprivation due to loud partying, and people who steat papers. Basically, "Paperboy in the ghetto" is my idea. See what YOU CAN GO. - DERRICK P.

If I could remake any classic Nintendo game for the Nintendo 305, the obvious choice would be F-Zero X for the N64. As amazing as the game was way back when, imagine it with upgraded graphics and added gyroscopic controls. Plus, who wouldn't love to see a track whizzing by them at 700km in 30? - nonessa.

What about Super Metroid? You could switch between first- and third-person perspectives, and the bottom screen could display the map and upgrades. - JAKIRBY

My cousins and I recently rediscovered The Legend of Zelda: Majora's Mask on Virtual Console, and I would love to see this gem remade on the N3DS in a similar tashion to Ocarina of Time 3D. As for what to change nothing! Some would argue to remove the game's repeating three-day structure, but I say that it's the best hook ever used in a Zelda game. - couton

I know that it's already been remade, but I can't help it: I want GoldenEye 007 on Wintendo 305. Gyroscope controls would be a perfect fit for it, I would rather have Pierce Brosysan back as Bood instead of Daniel Craig-or better yet, the game could let us choose to play as any of the actors who have portrayed 007 so that we could finally settle who the best James Bond ist -- LIBARBALES

Super Mario Sunshine has to be remade. A touch-screen map would make the game much better, and the 3D effects would be SMAZING -PRIMADEN

I was just thinking that Nintendo should revive Kirby Tilt 'a' Tumble for the N3DS. II would control perfectly with the Nintendo 3DS system's motion controls, and since Kirby will turn 20 next year, it would be nice for Nintendo to revive one of the pulfball's forgottentitles. - DEATH BREATH

puise@nintendopourer.com

OR VIA CARRIER PIGEOR AT

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Doo't ask about the status of upcoming games, or whether certain games will be announced; if we tore that note we'll assumited one.



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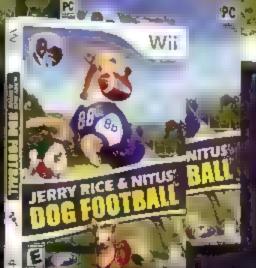
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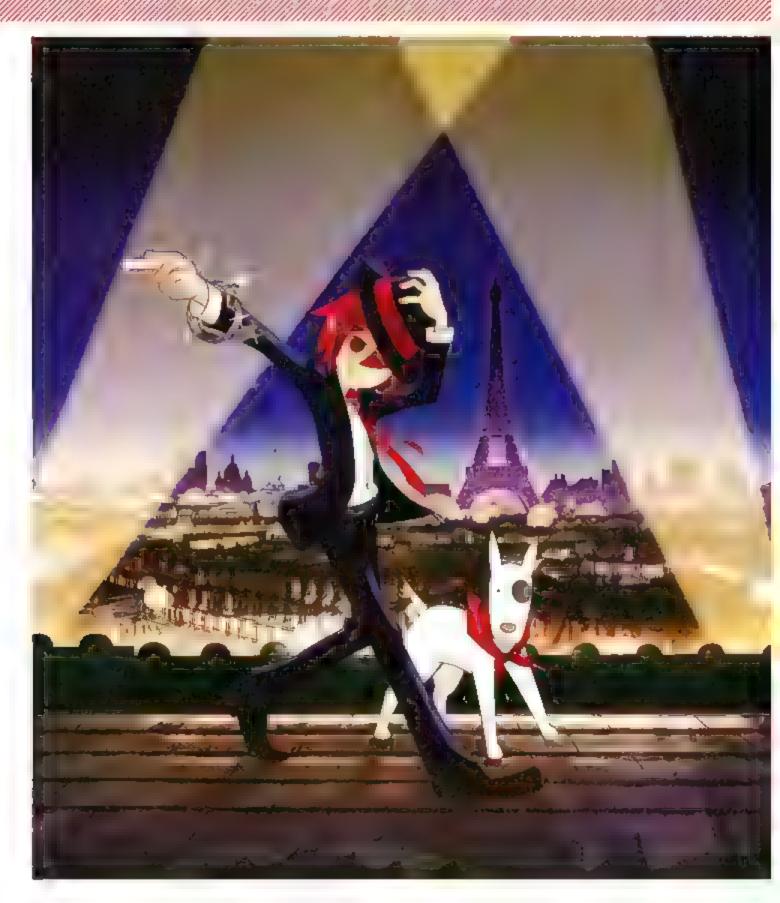
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Smooth Griminal

Sega gets into some musical miscrief with Rhythm Thief & The Emperor's

Treasure for Nintendo 3DS.

IF YOU WERE to put Michael Jackson's music videos. Siv Cooper and Elife Bear Agents in a blender voo might end up with something like Shythm Thiel & The Emperor's Treasure Oue in early 2012, this Nincendo 30% system-exclusive forlows renowned car builgiar Raphael as he scours Palis for the Wristlet of Tipmat a legendary treasure that promises to unrayel the invitery. behind his tacher's disappearance Raphael a quest unfolds through an assor men of rhythin-baseo chalenges a few of which we econory had a chance to sample

One of the gainers earlies, levels sees our proragonest breaking intothe Louvie To ayou detection by secondy playe simust heighling hide behind valious statues, tapping

one of four icons on the bortom 5) reen to match each soutpture's pose. The next chapter follows: Raphael 5 goftop escape from a brigade of roller skate constables. and is probably best described as a hythr platformer Pressing 4 or Blas promoted allows the line! to jump over chimneys, side it ough open windows and swing from pines. The action does a great job of matching he beat and the game's up tempo sound-rack ampufies the caper atmosphere

A subsequent level introduces. the name stemale lead. Marie, and reveals that Napoteon Bonatia te is evident youck from the dead (Yes things can ge prefly warky in Rhythin thief he sends his heach men to capture the girk and it's your duly to knock them out it rowing iels punches via the Control Pag and ights via the 4 Button this hood of Sega's rhythm-game legary another stage is basically an adaptation of Sambaide Amigo, You even stilike poses via the handheld's gyroscope while ivamos a Carnavall* plays We also saw revels that had Raphae. conking indiches in a lest au ani. running shruugh sewers, and dancing around amous Palisian



andmarks. The game certainly ish Parking for vallety and Sega promises the final product will offer more than 35 stages.

Sor nk ed th oughout are some beauticulty animated out scenes that combine traditional cell animal on with CG elements, and ai of which have been endered in stelleoscopic 3D. The game as a whole features a color of, vibrant aesthetic har really pops Ar in

> a bu first ighmose of Roythir Heaver Jen us. pretty except This site kind of ger ky creativity. ha made he or good. Mintendo DS so hia bit and that we dilove to see (Ac a separate of a line) handbeld. Breve t.

illistic hutler tries to smack fraphael upside the head, you du 305 left ar right to dadge.





PGL Halloween Hijinks

The Pokémon Global Link opens a brand-new Pokemon Dream World destination!

past issue we brought you up to speed on the Pokemon Globa Link (www pokemon.com/pgl) the website that connects to Pokemon Grack and Pokemon White Version. Now we ve got an excriting new PGL feature to tell you about Spooky Manor This mysterious new island of Dreams area will herald the Mailoween season with its arrival on September 28th, inside Spooky

Manor you can meet lots of Chost type and Psychic-type Pokemon play a new minigame to befriend them, and take them back to your copy of Pokemon Black version or Pokemon White Version plus you can obtain new decor tems to decorate your room with if you still haven't logged onto the Pokemon Global Link now's the time!—Gwais a.







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- Neb Man, the legend of Zelba, 1987



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POWER QUIZ















Into the Unknown 🏻



New Nintendo 30S titles invite players to explore supernatural phenomena, a mysterious labyrinth, and the limits of human cooperation.

WE GIDN'T EXPECT to see much news out of Japan this month with both the Tokyo Game Show and a Nintendo-hosted conference ght around the corner Vet surprisingly, there has been a sleady flow of intriguing new titles revealed for the Nintendo 3DS system.

First up is Spirit Photography: The Haunted Notebook, a new Fatal Frame som-off-from the team at Tecmo who produced the Japan-only Falal Frame 4 for the Wu console. The Fatal Frame series features players exploring haunted locales and trapping ghosts on film with special cameras, making it a natural lit for the camera-equipped #30%. Employing the same concept as the AR Cards packed in with the handheld. Spirit Photography comes with a special notebook that can be used for a variety of ghost photographing minigames. The notebook also plays a major role in the game's story mode. ar interactive, alternate-reality mystery entitled Fata: Frame: The Purple Olary, Details about how this story unfolds are sketchy, but it certainly sounds unique

Beyond the Labyrooth was

announced back in April, but the first footage of the game has only just been released. The little is being developed by tr. Ace (makers of the Star Ocean and Valkyrie Profile series) and directed by Takavuld Suguro, who helmed tri-Ace's recent Resonance of Fale and worked on Final Fantasy Tactics and Vagrant Story for Square. The game stars a spirited young gir



player as she explores a mysterious and beautiful laby inth. The garly trailers of the game have featured no combat whatsoever suggesting the gameplay will be focused primarily or puzzles and navigation. We'll find out more soon; publisher Konami promises that the game will be playable at the upcoming Tokyo Game Show.

Finally, ChunSoft has unveiled the sequel to cult hit 999; Nine Mours. Nine Persons. Nine Doors; it has an ominous little that roughly translates to "Good People Die." The game looks dramatically different from its predecessor Street Fightericha acter designer King Nishkmura is still drawing the cast, but the game features polygonally modeled characters in 3D environments instead of artwork on prerendered backdrops. Storywise, however, the game seems like the logical successor to the engrossing 999- the cast (which features a few familiar faces) is again being forced to play a life-and-death game against their will, but this time there's a new theme of betrayal, with rules that encourage the participants to turn on each other instead of cooperating. - CASEY 1.

WARP ZONE

What we were writing about way back when



Sixteen years after its over Keas debut if hai Faritasy III in the real Final Faritasy III in the game that was released in Japan as Final Faritasy Villagoria, was at long last announced to, North Amelica Modernized or the Nilhendo DS, the game earned itself the rover spot of the October 2006 issue of Nintendo Power Also in that issue Steve fland (in 18 H. predicted that



NIGHTS, Kionga, Punch

Out** Sitent Hill and The

House of the Dead would

be coming to Wir Are they





With the GameCobe ready to land in stores, the October 2001 Issue was packed with info on games. for the then upcoming console including Star Wars Rogue Leader Rogue squadron Luigis Mansion Super Monkey Bail and Wave Raile Blue Storm. The Garne Boy. Advance wash renored. either, the issue delivered features on Advance Wars and Griden Sun But our favorite part was an interview with Some the Hedgehog co-creator Yuji Naka in which he tated. I'd like to see Sonic and Mario give each other a hug.

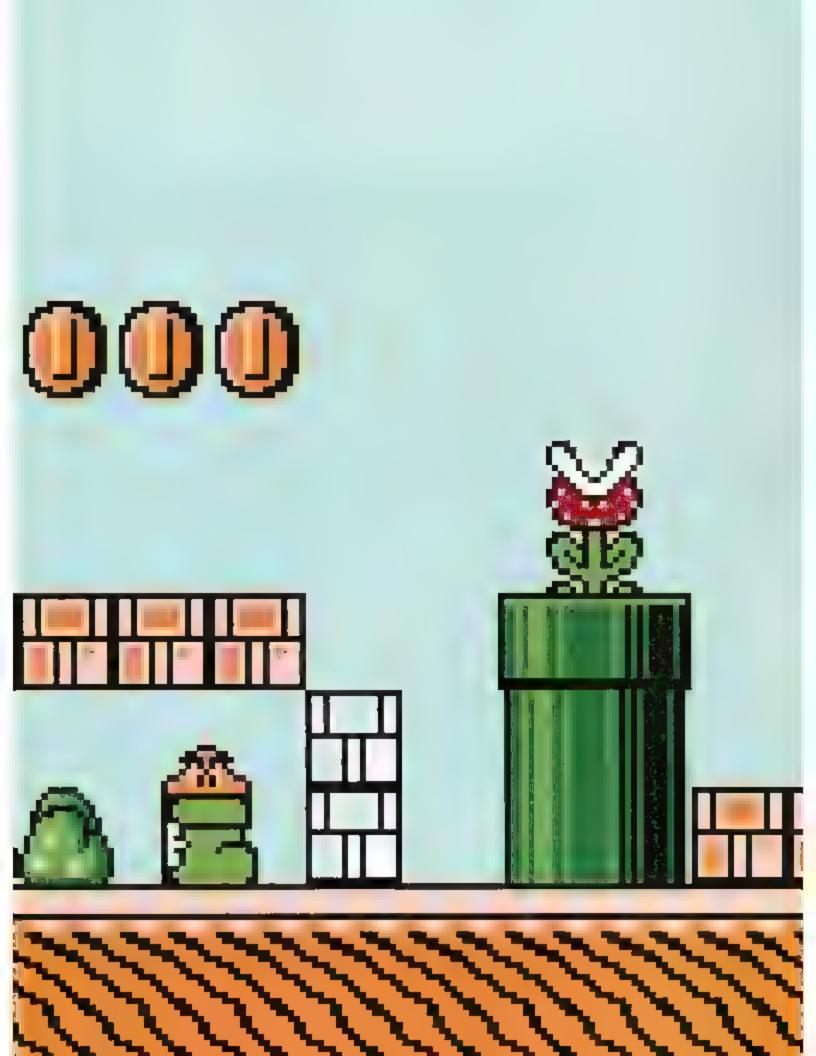


Futuristic Mode 7enhanced caring game. Filtere for Soper NES and handheid hor or a, tion game cal tlevania ti Belation is Revenge (for Jame Boy were probably the two biggest titles real fured of the or laber 1991 issue of Nimendo Power. but the cover went to like Games's NES adaptation of Stall Trek, The Issue also contained a full walk through of Metroid for NEST which was afready considered a classic four years after its release









COLLECTOR'S CORNER

SERIOUSLY COOL STUFF FOR SERIOUS NINTENDO FANS





This Kingdom Hearts Keyblade paper weight from Monogram is nice and helty, and even better, you can remove the Keyblade and swing it around while





Wii Millionaire's Club

EVERYHOLDY KNOWN that the Wil console is a pop-culture phenomenon. Duty it's still shocking to learn just how many copies of it's biggest gamer bave found their way into players homes. As you peruse the following US sales ligures from the industry inacking NPO group which are fresh as of late August 2011, consider these points of interest is whopping 42 Wil games have sold over a marion industry.

19 titles are multimillion Sellers, and 8 have topped the five-million mark. (The original Wil Sports is no listed because it was bundled with the system., People have purchased more than 13 million Will Balance Board accessories. And people who think that owners of Nintendo systems buy only Nintendo games should note that third-party filtes make up slightly more than half of this list. ... GAR IS II.

THE TOP TEN



WHEREAY WITH WHE MOTE CONTROLLER



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MARIO BROS WE



WO FIT WITH BALANCE BOARD ACCESSORY



WII SPORTS
RESORT WITH
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SUPER SMASH BROS. BRAWL



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One Ring, Two Generations, Three Dimensions

WWE All Stars heads to Nintendo 3DS.

EARLIER THIS YEAR, Wrestling fans got to pit modern-day WWE superstars against grappling legends of the past in WWE All Stars for Wil. Soon they'll be able to do it all over again-with new content and in 3D-when the game comes to the Mintendo BDS handheld. Like its console counterpart, the MBDS version of WWE All Stars features arcade-style action with exaggerated character designs and over the top moves, but it includes 13 playable characters (Chris Jericho, the Big Bossman, Dusty Rhodes, and "The Million-Dollar Man" Ted DiBrase among them) not found in the Willedition. The game also adds two new modes: Gauntlet (in which you face every character on the roster) and Score Scramble (in which you're challenged to earn a specific point total). THQ will release the game on November 22 (which is, not coincidentally, also the release date for WWE 32 on Will. - CHAIR H.







A Quest of Millions

Dragon Quest X is headed to Japanese Wii and Wii U systems in the form of a massively multiplayer online adventure.

way BACK in 2008, Dragon Quest creator Yuji Horfi promised that the tenth installment of the venerable series would come to the Wil console. but the nearly three years of silence that followed left fans wondering, At a Dragon Quest conference held in Japan on September 5th, Horii finally delivered on the promise with an official. unveiling that was packed with surprises. Titled Dragon Quest X Online: Awakening of the Five Tribes, the game will be a large-scale online RPG along the lines of Final Fantasy X, and World of Warcraft, Perhaps even more surprising, its 2012



debut on Wil will be followed by the release of an enhanced version for Wfi U. As of yet, neither version has been announced for a US release.

Whether questing online with a party of friends or going it solo with Al-controlled comrades, the world of Oragon Quest X Online will be constantly shaped by the actions of other play ers, and an internet connection (and possibly a monthly fee) will be required to play. While the iast Iwo chapters of the series were developed

by Level-5, Square Enix will be handling the development of Oragon Quest X Internally, and focusing its efforts on making the often daunt ing MMORPG genre as accessible as possible. The shift to an online world has proven controversial with fans, but Horn was quick to promise that the series had not forgotten its roots *Online RPGs may have a reputation for weak stories." he noted. "but that will not be the case with Dragon Quest X." -CASHY L.







HOW MANY TIMES HAS BOWSER KIONAPPED PRINCESS PEACH™?





WHO HAS A STARSHIP-PILOTING PIG AS AN ARCHENEMY?

WHY DOES MARIO WEAR GLOVES?



WHY IS MEGA MAN BLUE?



WHICH LEGEND OF ZELDA GAME DID ZELDA™ NOT APPEAR IN?



WHY DOES FOX McGLOUD WEAR A RED SCARF?



ASSES.



WHICH VIDEO GAME IGON HAS LOST WEIGHT?



WHAT DOES THE WA IN WALUIGI" MEAN?

GAME FORECAST

READERS' MOST WANTED

Vote or your favorites as www.nintendopower.com/polls



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- Mario Party 9
- Rayman Drigins
- Marto & Sonic at the Landon 2012 Olympic Games
- Rhythm Heaven

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- Super Fossil Fighters
- Call of Buty: Modern Warfare 3—Defiance
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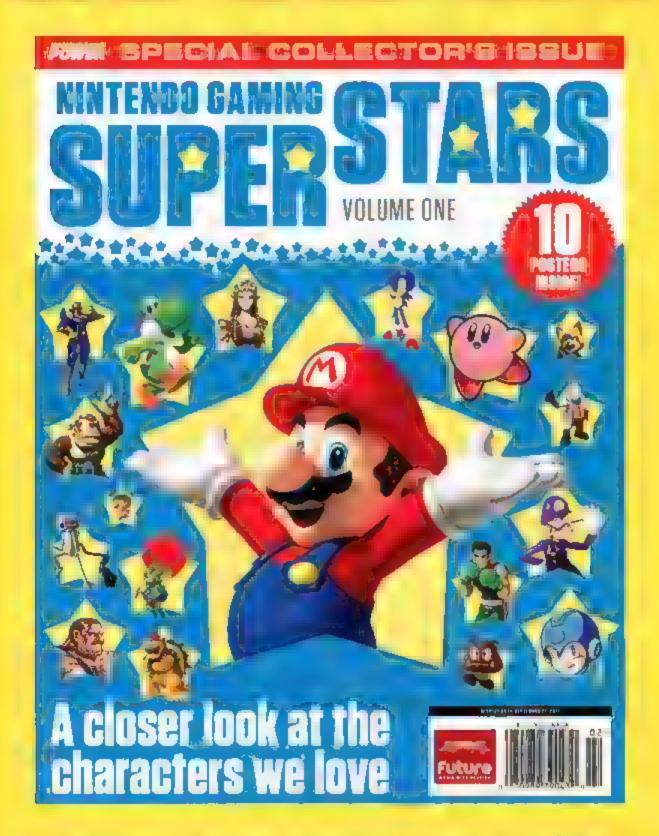
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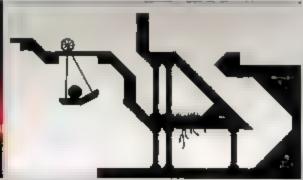
Experimental physics-based platform game NightSky rolls onto Nintendo 3DS.

MORE THAN TWO YEARS ADD publisher. Nicaris announced Night Sky- a physics d. Iven, puzzle-oriented 20 pistformet boasting a utilique subquette aesthetic ifor-WilWare 'You can read at about it. Nintendo Power Vol. 247) The game

boked great and was a biast to play leven. ingarry form. The bad news is that the fate. of the WitWare version is still up in the airthe good news is that the game is headed. to the Nintendo eShop for download on the Nin endo 305 frandheid.

NightSky iso't exactly heavy on plot There's a backsrory about the discovery of a magically glowing sphere on a beach. build that really matiers is that you end up guiding said sphere through level after dreamlike level filled with challenging





Might Style stark visual style sets the stage for one of the most unique offerings in the Mintendo 305 handheld's downloadable lineup.

obstacles and stylish visuals. Silhouetted graphics aren't anything new (a similar style was used in some levels of Donkey Kong Country Returns). but it helps establish a suitably mysterious mood. especially when you find yourself rolling past glowing-eyed animals, omlinous machinery, or the remnants of abandoned vehicles

The gameplay is simple enough in the early goings-you push left or right to make the sphere. spin across the landscape including up ramps and over bills--but things quickly become more complex Depending on the level you'll get to use various special powers, including superspeed, increased friction (for sticking to surfaces), and inverse gravity. each of which is available with the press of a button.

Furthermore, you'll have to make smart use of the levels themselves. You'll knock over platforms. to create bridges, lide moving parts, race through corkscrew loops, push boxes and cylinders to IIII





gaps, launch from seesaws, and more. You'll even occasionally encounter purball-style flippers that you can use to propel the sphere, and interactive machines that you can trigger by pressing the A Bullion. As the game progresses, the tricks for getting through the stages become increasingly complicated—for example, you may have to roll into a notched crate to make it start swinging, then cause a platform to fall so the edge of it hooks into the notch and creates a ramp that you can use to reach the next area. With II stages, each containing dozens of rooms, Night Sky seems to have plenty of variety and challenge.

If all goes according to Nicalis's plan, development of the NBDS version of NightSky should be complete in a few months. Though it's taken a long time for the game to land on a Nintendo system. our experience so far Indicates that it will be

Call Down the Thunder

Add Thundurus to your Pokédex 3D and learn how to unlock four extra features!



CONTINUING ON WITH our solemn duty to help players lill out their Pokeder 3D. this month we bring you the Pokenion AR Marker for Thurldurus. As with last month's Tornadus offering, scanning the Pokemon AR Market will make it possible to receive Thundurus over SpotPass, which is the only way to register it on your own (the only other option is to get Thundurus from a friend who has it already).

In other Pokédex 30 news, a new apdate to the application with unlock four previously hidden features for everyone to enjoy: the Pause button (which pauses a Pokémon in the middle of performing an action so you can get a better view of If while in the Pokédex), the Note button (which plays a Pokémon's cry while in the AR viewer), the Stopwatch button (which freezes a Polemon's animation in the AR Viewer to help you get a good picture), and the AR Viewer Settings menu. Before, these features were available to only those who collected a certain number of ingame stickers. To get the update, simply enter the Pokedex 3D settings menu on or after October 3 and select Apolate (you'll need a WiFi connection). GRAIS 8

EVALUATION STATION



AUDIT CONTO

THE PERSONAL PROPERTY. STRUCEGO EOU FAMILE

Some handheld gamers might fondly remember Flight Control, which was released on OSiWare early last year It's a simple concept -you direct aircraft to runways by drawing paths, this time with the reticle of the Wil Remote Unfortunately, the sluggish point-and-chick controls are often your demise because avoiding crashes demands quick responses. Managing the fleet is easier when you cooperate with a friend or two, but playing alone just leaves you yearning for a touch screen. - popy as.



DISCRETED BY 1200110 **564 POINTS**

Taking a page directly from Treasure's fantastic Marussa. Kyotoker is a sade-scrothing shooter in which you can

polarities so you can absorb A DESCRIPTION OF THE PARTY OF T

The state of the state of cokired enemies. True, it's not exactly original, but it elevates this game beyond being a mere by-the-numbers shooter. The art and music aren't anything special and the difficulty is pretty severe. but Kyotokei is nonetheless. worthwhile if you're a shooter fall, -- симия и.

Recommended



MONOCHAOME RACING

********* FILETIE **EGS PAULTS**

Remodel are of

THE RESIDENCE IN THE PARTY OF gest downtalls is also its defining feature. As the game's title implies, each of the BS courses is dominated by a dreary gray color parette. The other major probem with the game is its brevity It takes no more than 30 seconds to finish a single SECURITY THE SECURITY SPECIES Coeff and Real Floor Community to beat. Though less of an issue the controls also felt too loose and unresponsive for my filting, -messery es.



AMENTER

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ADD FAMILE.

THE RESIDENCE OF STREET

the first Super Adventure Island was a pure platformer with hardas-mails gameplay, but Super Adventure Island II follows a different path-it's a nonlinear action-RPG that takes a few cues from the Zelda series. Admittedly. Super Adventure Island II doesn't have the stylish visuals or rockin, soundtrack of its predecessor.

but on the whole it's a more robust experience (and you don't need superhuman gaming skills to play It). What the game racks in challenge it makes up for with fluid controls, loads of explorafrom excellent level design, and a variety of cool weapons, armor,

dems, and spells. This one's well worth checking out, - page 8 Recommended



DAR-TONITON LACTURE

e war and short new 1114 a JALECO ACTION.

THE PRINTS

The Ignilion Factor Immediately earns some points thanks to its awesome firefighting premise. The semirealistic take on the subject adds strategy to the actionsure, you can bring loads of equipment into the burning building, but it will slow your down. Finding the right hadance makes for a good time. The controts can be a little oversensitive (you're bound to rup sito a few flames), but you'll adjust. PHIL T

Recommended

US LAFE



B TEAM—EPISODE 2: DEF AND DESIGNATION

PHY H GOODS SOTTOME FITTURE T Fine 000 PRINTS/87.90

B Team—Episode 2 is nearly identical to its predecessor (released in May) except for new levels. The destructible environments are coor, but the shooting is ho-hum and the fact that your heroes don't react when they take damage can lead to an abrupt Game Over -- сиятя и.

Grupble Grunble

DS JAFF



Grumble Grumble

BLOCKADO— **PUZZŁE ISLAMD**

Colorado atresso PERREL 1 500 PRINTS/\$4.90

Blockado casts players as a young lass stranded by way of shipwreck, working her way hateride in costa tra parinte. The second second second Branch State of the second ing blocks laterally to open paths through which treasure chests can be pushed to an exit tile. Although the produc-Date Land Brown British BARRY WITH THE BARRY WILL vides nice narrative context. the puzzle action is simply too

-PATRICK C.

DS MARK



BUILD-A-LOT

APPERBACIVE ESO PO(B) 1/57.48

A time-management game with a construction-developer theme Build-a-lot takes a surprisingly by-the-numbers approach to its subject-you'll buy blueprints, sell lots, manage materials, and secure labor as you wrestle the market, While pricey, the "sim-life" approach works QUITE WELL PATRICK C.

Recommended

DS WHEE



CRAZY HAMSTER

PUR PERSONAL TRANSPORTATIONS IT IT BY LATERY FRICE 200 PRINTE/\$1.40

Sadly Crazy Hamster is not a rodent-riding sequel to Crazy Taxi Instead, it's somewhat like the classic strategy litle Lemmings, you must use an assortment of tools to prevent a mindlessly romping hamster from meeting an untimely demise. The premise is entertaining, but there's generally only one way past any given obstacle, which makes the action a lot less interesting than it could be Additionally, the game suffers from some extensive load times. - CHRIS H.

- 福祉-中華製作に発表 THE REST WAY DOM: NEWS

DS LIBRE

DS JURGE









Pud Silsa NOM 4 BANGS ALTION PAIC 000 POINTE/67.00

Who'd have thought a game based on running away from enemies would be fun? Got. Go! Kokopolo proves it can be. The object of the game is to provoke enemies into chasing you so they can he led to their demise, but memorization, improvisa-Hon, and quick relieves are required to succeed. This game offers excellent level design, varied enemies, funboss battles, and a perfect difficulty curve that steadily aps the challenge with each STARE, - HEMNY M.

Recommended

MAGICAL WHIP: WIZARDS OF THE PHANTASMAL FOREST

23110A × NUMBER OF THE REPORT OF THE PROPERTY AND THE PR

Reminiscent of classics like Bubble Bobble, Masscal Whip offers simple, straightforward action in which you defeat enemies with-what else?-your magical whip. It's not very deep, but it's bursting with oldschool charm. - annie si.

CUT THE ROPE

Publismen enittinen flyne pazzet einel Tan

Aiready successful on other portable devices, critically accialmed puzzle game Cut the Rope has been jassoed by DSIWare. Om Nom, your freshly. arrived (and underlably ador able) creature, demands that you feed it candy, but only at your mental expense. To serve your varmint, you position the handheld sideways, and then

use the stylus to strategically cut ropes that the treats hand from, it's a sample concept, and the game's short-but-sweet level designs will keep you lethered throughout the first 100 levels (at least). You're obstructed by bubbles, snikes, and spiders along the way, but they aren't overly trustrating: the game's difficulty curve

strikes an excellent balance between challenge and satisfaction. A lew sections are luckbased, however, and sometimes it's easy to out a rope and nooa bubble simultaneously when you wanted only one or the other But these are minor complaints, and shouldn't discourage you from feeding the monster - andy M.

Recommended

DS G. BEE



ZOOMILIS ANCAPE FROM MAKATU

PUBLISHES NUMBER CENHE ACTION PRICE THE PRINCE/SA.DE

Zoonles tasks players with clearing a path and otherwise tooking out for young Leo (the llon, naturally) as he marches inexprably rightward through jungle-themed platform levels. Jising the stylus, players will slide blocks, flip switches, thwart predators, control platforms, etc. as they negate treacherous terrain for their voung charge. While the premise is atypical and the interactivity varied, monotony can creep in during lone. DIZY SESSIONS. PATRICK C.



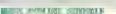


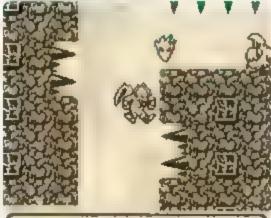
AVENGENE SPRIT

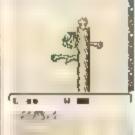
CONTRACTOR BUNEFAN 15EU 1984 . It is PLATFORMED PRICE BE.DE

As a platformer, Avenging Spirit is pretty standard: you jump on ledges, shoot enemies, and so on. What sels the game apart from the rest is the ghostly main. character's ability to possess foes, use their individual. powers, and move on to a new host body when the badguy's energy runs out. The different skills at your disposal add variety and replay value. Don't overlook this obscure oldle PHILT

Recommended







GARGOVLE'S OUEST

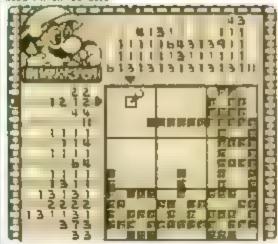
PLATICHM RAME BOY CHICINAL THE CASED 1994 PONUSHIR CAPCOM GARE ADVENTURE PAICE SOLDS

Gargovie's Quest has an odd background. It's a spin-off of Capcom's popular Ghosts in Gobins series that has you controlling one of that franchise's more notable enemy characters. Not only that, but the gameplay is more in line with Zelda II: The Adventure of Link than the series from which Gargovie's Opes, is derived. Despite its untraditional origins, it's

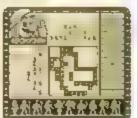
a pretty fantastic game. The control and level design are just as good as you would expect. from Capcom during the 8-bit era, and the adventure elements (including map exploration, towns, and upgradable skills) keep things interesting. The only problems with the game. are that it's a bit short and the difficulty level is Somewhat low. -- PHIL 7

Recommended

EVALUATION STATION







MARIO'S PICROSS

PLA FORM BRAIG DAY ORIGINALLE ARLEASED LABOR PUBLISHED DEVICTORS OFFICE PRICE ED. 90



Back in 1995 little Chris Hoffman was confused by Mario's Picross, Udidn't know what the beck a "Picross" was, I defn't understand what the deal

was with all the grids and numbers, and I wasn't sure why Mario was wearing a hard hat I'm

still not entirely sure about the hat, but the rest now makes perfect sense- Mario s Picross is an incredibly addictive gem of a puzzle game in which you use numerical clues to reveal sample pictures. The controls can be slightly unresponsine at times, but fortunately this isn't a game. that relies on quick reflexes, seath from my mistake and don't let this one pass you by

Recommended

1905 30 CINSS C



3D CLASSICS: URBAN CHAMPION

FIA 40FE MES DEICHSAL FRI ERSED 1900 PUBLISHED MINTENNO JEGE FRENCHEN FRIL 184,00

Even when it was first released more than 25 years ago, Jrhan Champion wasn't very good. It's one of the most basic games that was ever available for the NES; you can punch high or low, weak or strong, and you can walk and dodge—that's pretty much it The fact that the loser falls into a sewer while the winner does a funey dance is amosing for a round or two, but the animation is so choopy. The controls are so stiff, and the action is so limited that if won't hold your interest for long. Not surprisingly, the addition of stereoscopic 30 does nothing to alleviate these problems. There are a for of games that would be better suited to the 3D Classics. treatment than Johan Champion, - Brints M.

Gramble Gramble

1905 DOWNLOAD



ZEN PINBALL 30

PARELEMEN THE ELEMENT CENTS MARRIE PRICE 100

Though not based on real-life pinball games. Zen Pinball delivers an excellent virtual representation of this off overlooked pastime. All four tables included here are full of interesting layouts and gimmicks, and there's no shortage of challenge. The physics are spot-on, the graphics are extremely impressive (although some of the details get jost at a distance). The

music is appealing, and the stereoscook 30 visuals help create a commongly authentic pinball experience. Even if you're not a pinball pro, Zen. Pinball pages you into the action with adjustable difficulty settings and in-game guides that conveniently explain the iris and outs of each table while "awards" give you objectives to accomplish other than just earning



and the same of the same of the game features the annoyances. Street press a Learne see de the occasions when you launch the ball only for it to immedi-

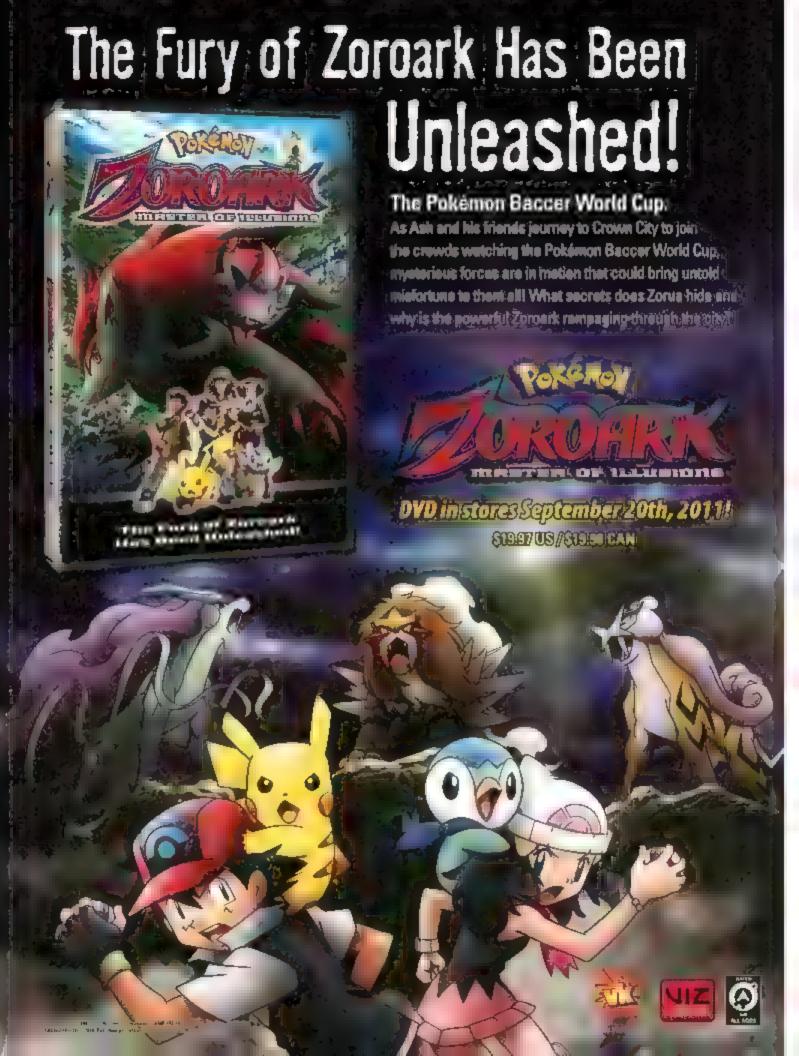
ately and unavoidably go down. a drain, but that's an easier pill to swallow when you aren't pumping in quarters for each рыу сиятам.

ALSO AVAILABLE



School is back in session, and the Nintendo eshop and Nintendo OSI Shop have a few new releases. that just might help you out: Play & Learn Spanish (800 Points/\$7.99) and Calculator (200 Points/\$1.99)... Interested in learning about pottery but don't want to get your hands dirty? Then check out cel's Create: Pottery (500 Points/\$4.991... Other new DSrWare releases are slightly more traditional. My Asian Farm (200 Points/\$1.99) is another simple farming game that can connect to other games in the My Farm series, and Go Fetch! 2 (500) Points/\$4.99) puts you in control of a puppy.

Recommended











MARIO & SONIC AT THE LONDON 2012 OLYMPIC GAMES

Gold coins. Gold rings. Gold medals.

BEING AN CRYMPIC alfilete is normally a lot of work. It takes time, effort, practice, dedication, and skill. Mix in hedgehogs, princases, and plumbers, however, and you'll find that the Olympicss are more like a party.

In fact, one of the primary modes in the Wil console version of Marie & Sonic at the Lendon 2012 Olympic Games is called London Party. This mode enables you (and) up to three other players) to take a control of any of the game's 20 characters-ranging from Marin, Luigi, Princess Peach, Wario, 👒 Donkey Kong, and Sowser to Sonic, Talls, Knuckies, Arry, Metal Sonicar and Dr. Robotolk—and explore and top-down board game-style rendition of London, As you may around : and encounter landmarks such asthe London Eye and Tower Bridge, you'll meet nonplayable characters: who trigger minigame challenges The minigames are packed with ' variety-you may need to cooperatively hunt down a rogue Shy Guy

or competitively count objects as they fly through the air—but they all premise fast-paced fun and they ail reward the victors with the stickers needed to claim victory. If you think this doesn't sound very Olympic-oriented beyond the setting, well, you're right. Every couple of minutes, though, Big Book tolls, activating one of the game's more than 20 athletic competitions, providing yet more apportunities to fill your sticker book.

A wide array of competitive sporting events, of course, is what

Marie & Sonic at the London 2012
Olympic Games is really all about
Several of the events—including
the 100-meter dash, hammer
throw, javelin, hurdles, shooting,
fencing, and table tennis—are
returning from Marie & Sonic's
previous summer-games experience, but with subtle refinements





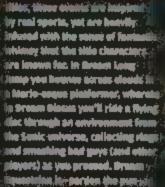
(Thisis takents factores fincing) (model moves and a greater) ier of speed, for awar ar events are now to this filling quals as badeslesson; unavase baris, immening, equatriqu energatitien: (horseback riding), spinor, and g**hánair vallayirall**e-cealta-fea

As you'd expect, district the imilt around intolelve plak-up-padii quiny exercis that take advantaging of the capabilities of the Will - . Montels controller land freque the optional Nunchuk controller)... In the uneven-bars gymnastics: competition, you hold the B and Buttons to mimic the motion of grabbing a bar with two hands, when perform well-timed downward swipes with the Wil Remote and Nunchuk to build up speed. Once yau've reached maximum velocity, you let go of \$ and 2 to launch into The air, then press the buttons: jagain te grab the bar as you descend. The tricky part comes at the

ited; you must string this district? lars to achieve a perfectly timed landing, then held them everteed ijo striliji u pose. Other avants teloji iji mara traditional approach to dintrili; în sector you move via thi) Control Pad or Control Stick, and 🖓 une humans so short, page, plife, find charge characters;

Pet for Sonic and Mario figur like most anjoyable chislipmus Height be the Evenin Svents, Like in scovicus Mario A Sonic Cha

illite, tilisee etemis ise briggerid by real sports, yet are heavily: lipficated yeigh the states of facts intrinsity that the title characters: iira laawa fac in Araam Long: Jimp you houses deres desi Mac through an accironment from YOPS) his York proceed. Byenny ty NA Richardon dise puntaji





norse of a different color, inspired by Mario Kart, this event requires. four players to cooperatively - 🔫 steer a horse-drawn Yeshi-egg carrying cart down a track that a Magkaopa has seeded within hazards. You'll have to run across houst pads, enecute well-timed jumps, and dodge flaming baies of hay to ensure that the eggs make: It safely to their destination. : 140

Though the real London Olympic Games don't begin until next summer, Wii owners will be able to go: list the gold in mid Harambay, (A Mittende 305 version of the litte featuring queluping mades iilif dwints , is also in the worth); list it won't be available until: Paternary 2003, Square at

100 miles (100 miles BEWELRPOR: #000. ANCHOE: NO







[Above] If Arry's synchronized swimming team doesn't win, you can bet that the judges will feer the wrath of her hammer





Even if there are explosions all around you, it's important to stay on target





ACE COMBAT 3D

Ace in the pocket

Line Yennen (see the preview on page 34), Ace
Combat is a series that has been on a Mintendo
platform only once before (with Ace Combat;
Advance for Game Boy Advance). Unlike Tekken, Ace Combat's foray was less than a critical success. Thankfully, Namco Bandai has a
significantly more impressive game on the way,
for the Mintendo 3DS system: Ace Combat 3D.

Yes, this game features 3D visuals and they look good so far, but it's the way Ace Combat 3D plays that has us excited. The controls are easy to learn; you steer your plane with the Circle Pad, accelerate with R, brake with L

change your map by pressing up and down on the Control Pad, cycle targets with X, fire inissites with A, showl guns with B, and swap weapons by pressing left and right on the Control Pad. This should feel somewhat familiar to those who have played an Ace Combat game before, but Ace Combat 30 adds some new features that amplify the intensity.

For instance, as you're locking onto an enemy aircraft, a yellow box appears over it on your display. Tapping Y at this point allows a little cut-scene as your fighter gets right up

on your target's tail. Conversely, if a foe has a missile lock on you, you will see yellow arrows on your display. You just point the Circle Pad in the direction of one of those arrows and pressive to perform an evasion maneuver in which you barrel-roll out of the way of the oncoming missile. Also useful during combat is the high-contain, wherein you brake and turn while flying, at high speeds in order to turn around quickly, (It's almost like drifting in a Mario Kart game.)

With a 33-mission-long Story mode, a Chalelenge mode, and a multitude of equipment, parts, paint schemes, and aircraft to unlock, Ace Combat 3D seems to be the aerial-combat title Mintendo-system owners have been hoping for. Fortunately, you won't have to wait too released by the end of this year, — JUNTIN C.

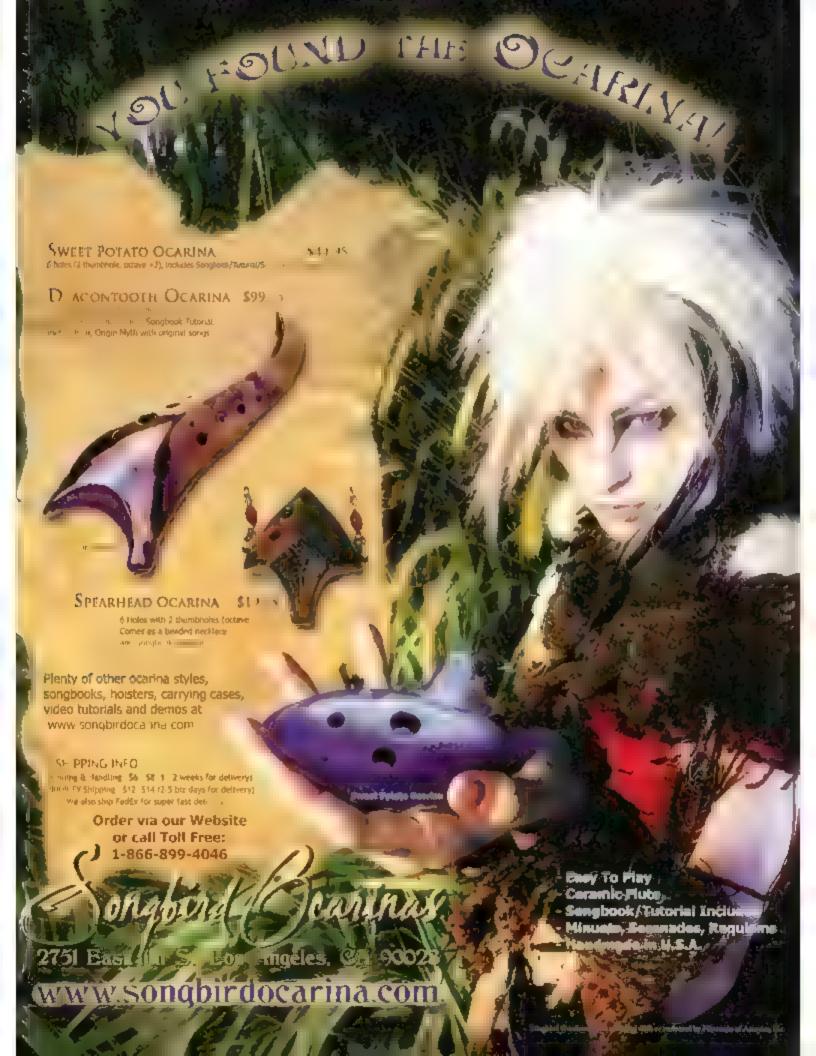
PUBLISHER: NAMED BANDAT



RELEAGE; WINTER 2017







BAGING THE GAME FUTURE: THE GAME Marty and Doc's temporal travels come to Wii in a five-act adventure for the ages.

rivs barn go yrang since the original Back (ö) the Fature thrilled moviegoers, but Telitale Games is out to prove that it's never too late this

give a classic the adventure-game treatment. The developer, known for its WilWare offerings. Strong Bad's Cool Game for Attractive People

and Takes of Monkey Island, is releasing its five-episode Back to the Future: The Game--previously available only separately on other platforms—on Wii this fall. 🔞 - 😘 🕬 🗀 🔻

Across the chapters, the game weaves a new tale of time-traveling teen Marty McFly and his ifriend Doctor Emmett Brown that manages to 🚁 tie in other characters from the three feature: $^{\circ}$ films-and even introduces some new ones, 800. Gale, the co-creator of the Back to the Future franchise, lent his expertise to the developmentprocess, and four different game directors are a helming the episodes, including Secret of Monkey Island cowriter Dave Gressman. Both Marty and Doc Brewn sport the likenesses of the attors who originally played them, Michael J. Fee and Christopher Lloyd, with Lloyd reprising his: role for Oec's voice acting. Marty is voiced by AJ LeCascie, a Fox sound-alike, but Fex himself. performs multiple characters in the fifth and : final chapter of the game. A service of the

Telitale is going to great lengths to capture: the look of the films while going with a more: stylized appreach. Somewhere between reality and a carteon, what we've seen of it so far is. 🖟 andeniably Back to the Future. The plot is too; it,







WAPPY DOG Wappy does what nintendogs don't.

is it a video game, a virtual put, or a boy? Wall, this unit? robotic caning is actually all thron rolled into one stoken-Syne package. Pirst you have Home mode, in which you di- 🗟 ructly communicate with the Wappy Bog toy via cadified 🕏 ilatinds from your Historida DG. As you play stinigated? and chat virtually with your pup, bu'll outlooky asknow?\(\frac{1}{2}\) also a Vraid made for playing the Mintenda OS without ... like toy furbish is essentially a pet sim alde to min and you can even interest wh ions and prem My transferring bis "heart" ween the lay and the DG. Departing on how you care? for him, Wappy can makers, change monds, and unlock: iejs of activities for both of you to enjoy, ... onny ne, 🛒

PORTONIEM: ACTIONARI DEVELOPER: SOME TORS M. FARE: HOLINAY AND SA





FISHING RESORT This one's a whooper! As you can tell by its title, Plating Seaart is " indeed a fishing game. But writte most fishing saces, this one len't just about healing in the est catch. Sure, it features the Intuitive ing controls you'd expect (flick the Wil imote to cast, suin the Hunchak to reall, and there's all blads of techle to obtain and equip... but Pisking Resort is more about the entire treatest vacation ensurience. Not only can you go fishing in a vest variety of locales around. Personghapus island, but you can four like land on bicycle, participate in linyuk ranni; or just relex and visit the local aquorium. As: you auplore, you'll ancounter HPCs—some of when went to give you fishing releted missions or send you on fatch quests, some who 🥂 nt to soll you items, and athers who want hit: ge you to lishing contests, in addition : to standard fishing, you can take part in ice ing and participate in more than 20 Robing: spiring property and the second DEVELOPEE: POOPE BELEAGE; MOVEMBER 2015





DISNEY UNIVERSE

Aladdin of the Caribbean in Wonderland

is vourse a ciency appropriate who loves to service a conscious and the convenient storytelling and dangerously pointy coifs, blancy Universe may be just the game for you. It masks up the company's beloved franchises in a simple lighthearted manner everative of the LEGO titles. You run around with up to three friends, bludgeon bad gays, and occasionally solve a few puzzies. The only real drama stems from when you "accidentally" throw a buddy off a

diff or turn him into a chicken.

Disney Universe does have a story, though it's mostly there as an excuse to bring all of these disparate properties together, in the game, players take on the role of bota resters, leading their avotars through a Disney-thermed) wirtual realm. (What is it with thisney games poing all meta lutely?) When an ovil hacker a named Hex begins to wreak haves on that, a means purpling the cyber-messace from sho







(Above) You'll occasionally come across animals and vehicles that you can ride.



different worlds based on popular Dipney. "ilms-Aladdin, Pirates of the Caribbean,": Monsters, Inc., Alice in Wonderland, The Lieu: iting, and Walf-E. Each of those is divided into it three distinct regions and a bess battle; in the Aladdin section, for instance, you'll journey through the Streets of Agrabah, the Cave of Wonders, and Agrabak Palace before taking na a virtual Jafar. All six worlds are available from the gut-go, so you can tackle them in any order you wish or jump back and forth between them. Aside from the obvious thematic dilforences, they also very in terms of gameplay# focus. The Aladdin world is more puzzle-heavy! than the rest, while the Monsters, Inc. region: emphasizes platforming and the Pirates of the Caribbean one stresses combat. 👵 😘 💌

Adding to the Disney Stavor is a wide selection of costumes for your avatar. You can dress the little guy as one of Sive characters from:







(Above reft) Mike should probably be more careful around that pointy brade. He can't ready afford to lose an eye.





each of the aforementioned films or choose from LS other outfits spanning the studio's entire history. That means everything from classic icons like Mickey and Donald to contemporary favorites like Stitch and Nemo. (Sadh, it doesn't appear that Oswald the Lucky Rabbit made the cut.) Unlike the locales, however, only a handful of costumes is available in the heginning. The rest you must unlock by collecting coins during your travels.

Kach costume cumes with a corresponding tool" (i.e., your bludgeoning instrument; Olemay insists they're not called weapons), which

you can upgrade by finding blue stars hidden throughout the game. Doing su gives your took a new look and enhanced abilities. In addition, the At custodian of the game's virtual world will occasionally send you power-ups, such an a pair of glant boxing glovus or a tiedusa head that can turn your foes to stone. Conversely, the life in the stone of the stone o

of your foes. Not only can Her's forces attack you directly, but they've also capable of building cannons and other types of hazards within the introconnent.

Then you have your follow players to concern with the concernment of the concern two affair, there's a strong competitive element in that a winner is declared at the conclusion of each stage. That

factors, but the upshot—I your play sessions are anything like ours—is that you'll spend a lot of time and energy making life difficult for your companions. As previously referenced. You can pick them up and throw them, transmittings by coming in contact with other players, or even spring traps on them—whatever's necessary to take your rightful place atop the winner's position. — arrays r















trying to avoid incoming rackets.

Each stage culminates in a boss battie, of course, Ourlog our demoing clashed with an evil sorter. ess, a pair of killer rebots, and a fully loaded gunstilp. The marging for error during these encoun- in tors is recortible, but all of them are pattern-based, so practice "# eventually makes perfect. Plus at CHARLE WHILE BONNE CONTRACTOR an onscreen prompt will flash next close enough and filt the X Button hafore the prompt disapptons, < n you'll perform a powerful specific ntiack using stra's grappling Chain. Against the helicopher; his luganga, gur, bara will guit film



mile the coclust before the bothy liis blade through it. Those attach that anly dish out entre demage, hut also provide a lift of cinema finir at the carreys reges is to 🗉

will the moment up Sept

in the unlikely event that should programming through the game' his discort prove foreidable every you can seek out the two Mostery, Coins hidden in each fevel. Collect ing both autochs a Challenge Majir iiihigi –ii yuu're anything iike us leads to a let of cursing followed: by quiet weeping. On the gentler side of things; Skinobi features a robust Achievement system that



Private view with all stores of could Miniochabias for auxompliching and hain tacis; Bur personal fines the legendary Golden Am. (Gldschool Sagn fanc hoow what we're lathing about,) Yes put that in the liends of a ninje, and it jest depend and more haders arrown to



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WANT TO KNOW At at it's like to prove

Take a tour of the Mushroom Kingdom in Super Mario 3D Landand bring your Tanooki Suit!

the Nintendo 3DS handheld's most the totato gin you're in 1 . P dug deep oto a prerelace ver of Sie Maio 3D Lind and jotted THERE, LOW, I THEOWSERS IN W · GICH + tfettotyonMalos terrific Tanooki Suit. This is the most ex-- kitte meyenillinghefore Is November Frease, holdontwoody we 115. I o much. Although our course

by-course tour of the Mush n. comes never-before-seen stages and features, we stick to the s it g areas. So, got your red cap on? Trained or nistacle to at the ready? OK, then—here-a we go!



MESSING AROUND UNDERGROUND

The very first stage in Super Mario 3D Land. Course 1-1, was still being. kept under wraps when we got to play the game, so our visit to the Mushroom Kingdom started with Course J-2. We had Irred this blue bricked underground area several times before, starting with the demo shown as the Electronic Entertainment Expoin June, so we used the familiar territory to reacquaint ourselves with the game. The Stage's confined spaces and sidescralling left-to-right progression are indicative of much of the game: while at first glance Super Mario 3D Land appears to follow in the footsteps of past three-dimensional Mario advertures like Super Mario 64 and Super Mario Galaxy, it actually plays closer to the New Super-Mario Bros. titles. Even when certain stages call for Mario to progress in different directions, such as into the screen, the emphasis remains on snappy action instead of exploratron-in the set of levels we played. we never spent a second figuring. out where to go next or how to get there. We're not complaining-most of Mario's best games have provided straightforward planforming

Course L2 is the game at its mos. linear, and here the depth that the third dimension provides is used mostly to sidestep Goombas and hit every ? Block (some of which are now elongated and give three coms per punch). There is a near moment, however, in which you can bypass a bridge by taking an alternate route along a ledge in

the background. Mario looks tiny. as he runs along in the distance. taking down fire spitting Piranha Plants as he comes across them. In the foreground a series of massive spiked balls swing by chains over the bridge, moving toward and away from the screen in a very good use of stereoscopic 3D. The 3D visuals in this game are exception ally good overall-even with the 3D Sider at full volume the effect isn't too jarring, and strikes a nice balance between adding a moderate naturalism to the environments and occasionally poking things out at you. Other games have made good use of 3D, but Super Mario 3D Land is the first Nintendo 3DS title that

seems like it was but around the feature. It adds so much to the feet of the game that we would never consider playing without it.

The course eventually comes to a dead end where you take a green. pipe back to the surface, but not before tossing a few firebails to light a nearby forch, which makes some secret coins appear (good thing we had picked up a Fire Flower). The pipe put us in a small area featuring little more than a flagpole, which, as any Mario maniac worth his muslache can guess, must be grabbed to end the level. Every course ends this way, and each includes a method for skilled players to leap to the very too of the pole and earn an instant L-Up.

MARIO THE MOUNTAINEER

Our next stop was Course 1 3. which is a bright, brand-new area surrounded by mountains. This level extends loward the horizon so that Mario runs into the screen to traverse. VI. In side-scrolling stages It's possible to press left or right on the Control Pad to shift the camera and peek at the path in front of or behind you, but that function is disabled here.

It's impressive to simply stand on the starting piatform and stare into the distance: nearly the entire stage is visible from this vantage point, with even lat off areas and enemies showing up Just a few steps away a telescope offers an even better look at what hes ahead Stand on the place in front of it, and the camera switches to a first-person view hat you can aim either by moving the Circle Pad or by tilting the Nintendo 3DS, just as you would aim an item such as the slingshot in The Legend of Zelda: Ocarina of Time 10. Once you're looking through the telescope. Toad starts calling "Hey!" After a bit of searching, we spied the friendly fungus hopping up and down on a mountaintop. We 200med in on him by holding down the R Button, all which point he g ggled and lossed a medal out to a spot further along our path where we could eventually nab 1 Every course contains a set of medals for completists to collect, often through daring displays of platforming prow ess. And as with Comet Medais In Super Mario Galaxy 2, a faint chine



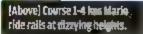
Mario uses the map screen to travel between courses, each of which is represented by a cool-looking digrama.





afects you when a medal is nearby

Once we finally got moving through the stage, we quickly encountered several new elements and enemies. A parade of ladybag-tooking creatures of various colors marched in a circle, and while we could have easily run around them, we wanted the .- up that is awarded for bouncing on each of their heads in succession. A little farther on we leapt inside a libating purple box that contained a bonus room filled with coins, and then we rode a green piatform across a set of rails that carried us over a great chasm (you



move the platform forward and backward by standing at its front or back to allt it in the corresponding direction) But the real excitement came

when, using Mario's trusty Ground Pound maneuver (performed by pressing t or R while jumping). we hammered down a wooden I wisk that released a Tangok Leaf. Grabbing it gave us our first chance. in over two decades to don the iconic Tanooki Sult, and while its powers work a bit differently than before it's still incredibly oseful. The suit s striped tall is no longer used to fly but to flutter similar to the gravitydefying flurter jump employed by Yoshi in other games. By continuing to hold the jump button you descend much slower than normal for as-



rong as you're falling, while on the ground you can whip the suit's tall at bricks and bad guys, a fact that some fire-spewing Piranha Plants immediately discovered, much to their detriment. You can even swing the tall while holding or R to crouch, which we did repeatedly while moving Mario around with the Circle Pad because it gives the impression of spastic breakdancing.

After crouch-walking through a tight, easy-to-miss tunner that contained a 1-Jp, we encountered. another reininder of Super Mario Bros 3: a white block marked with a musical note. A properly timed jump from this block will bounce Mario. high into the air which allowed us to snag the meda. that Yoad had tossed out earlier. We next encountered a larger flashing version of the note. block, this one sprung as off the screen and into an entirely new side-scrolling bonus stage. Here we grabbed an invincibility star which enabled us to charge across the clouds through rows of bad govs and jump in high arcs to collect trails of coins. The area ended with a long leap off the clouds to reach a floating meda, or our way back down to the main path.

After hopping through a hoop to make five red coins appear atop

two moving cloud platforms, we include open a rock that contained a standard gold coin and made our way to the exit. The course ended with a series of long, death-delying drops to lower clouds while we tried to grab columns of floating coins and another meda. (the slow, precise descent alforded by the Tanook, Sulf really comes in handy here), followed by a second ride on ralls and another triumphant leap to a flagpole.

BIDING THE RAILS

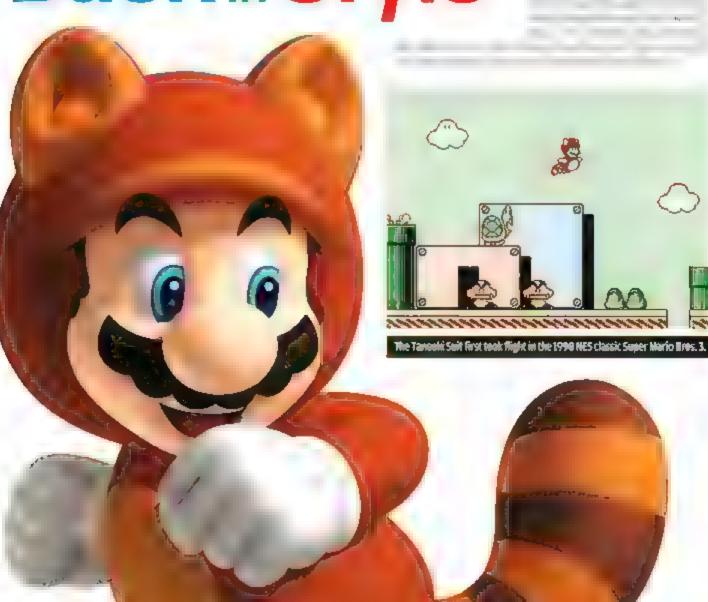
Course 1-4 changed things up quite a bit-it consists almost entirely of rails, with no ground to catch you if you fall. You move across the rails by tilting a green platform to role forward or backward, much like the maneuvering from the previous stage. Here we were thankful that Mario moves a little slower in this game than usual. For the first time in a three-dimensional Mario platformed a button must be held. down to rup, which kind of threw us at first. But given the limited view of the game's play area when compared to that of its console counterparts. the more deliberate default tempo kept us from accidentally running off countless cliffs. With little chance of skidding Mario off the platform, it wasn't lough to roll along the rails







Back in Style



This outdoorsy outfit may look good-nath redly gooly to dishumans, but just imagine the shock that real tanuk must go through when they see Mario's must tachined mug popping out their laminar fuzzy formi

while dodging Paragoombas and collecting floating coins. Things got dicey when our platform was pounded by geysers and sent soaring to a second set of tracks above, but We managed to keep our composure and even collect a medal

Midway through the level you get to disembark on a small cirif to relax your nerves a bit. Here you can touch a checkpoint flag to save your progress (one of these appears at the midpoint of every course) and let off a little steam by scaring away a bird, which drops a coin Burbefore too much time can tick off the clock, you're off to traverse a new set of tracks. The back half of the stage is harder with your platform dropping from one set of rails to another as Piranha Plants spil fire at you. We sent Mario to several unlimely deaths during this stretch of the course, which eventually caused the game to take pity on ws by placing an alternating power-up box near the midlevel checkpoint. The superprecise leaging ability of the Tangoki Suit is what you want, and it you don't score one randomly from the box, you get a second chance. farther along the tracks in a purplebox bonus room. The stage ends with a heart-pounding rollercoaster-like descent in which your platform. rockets down the rails at a sceep. angle, leading to a stomach-dropping fall to an orange block that teleports Mario safely to the Ragoole

MOWSER BATTLE!

With the rest of World , under our belts, it was at last time to tussle with the biggest and baddest bad guy



[Abovo] in some stages, Mario will find a tolerange time he can much's positi dward at what's waiting for him.

in the Mushroom Kingdom. As you would expect, this first Bowser stage comes with the usual stuff: a castle motif, regenerating Dry Bones, giant Dewomps, spinning rows of fireballs. and loss of lava. The course starts with a dizzying 3D descent down a rall, multitiered stone structure that leads to a series of various-sized platforms at the lava level. Mario's path then takes him into the screen, where he immediately encounters new cuddly blue dragons that seem harmiess until they start sneezing. fi eballs. A Hammer Brother makes his first appearance in the game here, but he went down sike a chump with a single swing of our Tanooki



(all. We raced under two alternately thudding Thwomps, and since this isn't our first trip to the Mushroom Kingdom, we tried hopping on top of one using a new variation of the backflip introduced in Super Mano 64. Like before you start the move

by crouching (hold c or R), but now you must stay crouched for about a Second to charge it up. And once you rump, you can hip forward as well as backward. Our gamble paid off: the Thwomp carried us to an area high above that held a medal, a telescope, and a stopwarch. The latter itempops up regularly in all the courses, and we often found that we needed the bonus seconds it adds to our time land. A quick peek through the telescope showed us our destination a Toad locked behind bars.

Back on the main path, we rounded one more corner before Gowser appeared in the distance in typical Koopa King style, he wasn't about to let us amwhere neahis captive, and started throwing enormous fireballs in our direction. The path at this point leads into the screen directly toward Bowser, and offers occasional nooks for Mario to duck into so the fireballs can sail. harmiessly by overhead, in no time at all we reached our enemy, who then took a massive leap farther mto the course. At this point Mario must run to the left as fast as he



SCREENSHOTS HAVE BEEN CAPTURED IN 20 MODE

Helpful Hoarding

PAINTENDO 3DS SYSTEM IS BE WITH AN E FO. TO LESSON WOULD CHALB.

PER FOR MARIO, YOU WOULD CHALB.

PLAND SEND THE FORE FLOWER INTO THE LINE BOX BOT SCIENCE OF THE LINE TWO ITEMS.

be endlessly exchanged to servind frement's fualto



can to avoid more of Bowser's fire. which is being thrown from a bridge that runs parallel to Mario's path m the distance. Long rumos help boost Mano ahead of the Names frump while running and holding . or R), and soon he must pull a U-turn onto Bowser's bridge for a final showdown. As in the original Super Mario Bros., the goal is simply to slip past Bowser (either under himas he jumps or past his side when he leaves an opening) and reach a buffor that will blow up the bridge and drop Bowser into the lava Getting pasi him is tough because the bridge is so long, and the linst lime or two you sky by he'll leap.

backward to block you again. There's little room for error on the narrow span, and during this intense faceoft we noticed Bowser has his own big. Tanook! (af). Weird, Anyway, we soon reached the end of the bidge, hit like button, and sank his spiky butt into the lava. But did we drop the reaking of the Koopas? Just before the falls. Bowser pools into a Goomba holding a Tanooki Leaf. Looks like both the princess and our true enemy are in a different castle this time. A door opened and we rushed through, continued past a thanklink

[Bolow] Mario can reach new heights white wearing a Propetter Block.



Toad yelling "yippee." and hopped into an orange box that refeported us to the end-of-level flagpole that flew a special Bowser version of the flag.

STORMING THE CASTLE

That brought the first world to a close in which we learned an awful let about the game from just those his i few courses. But we hadn't ver had our fill of hopping and stomping! it was on to World 2 where a couple. more courses were complete erlough for us to check them out Course 2 to was the total reverse of the stage we had just cleared, swapping the doom and gloom of Bowser's domain for the blue skies and pink spires of a pristine castle. This is another level that Notendo has demoed at various events, but it's evolved quite a bit. Firstly, there is now a telescope at the start of the stage. Suspecting that we should once again use it to look for foad, we found him trying to get our attention from atop the castle Remember the Property Blocks from New Super Mario Bros. Wil. the Ithings you could hold and use to zip high into the air? Toad was wearing one. (II. was pretty hilarious the was almost enamely covered, with just his little feet polang out the battom. Once he had our attention, he gave us a

demonstration of the Propeller Block

by flying to a new spot, where he

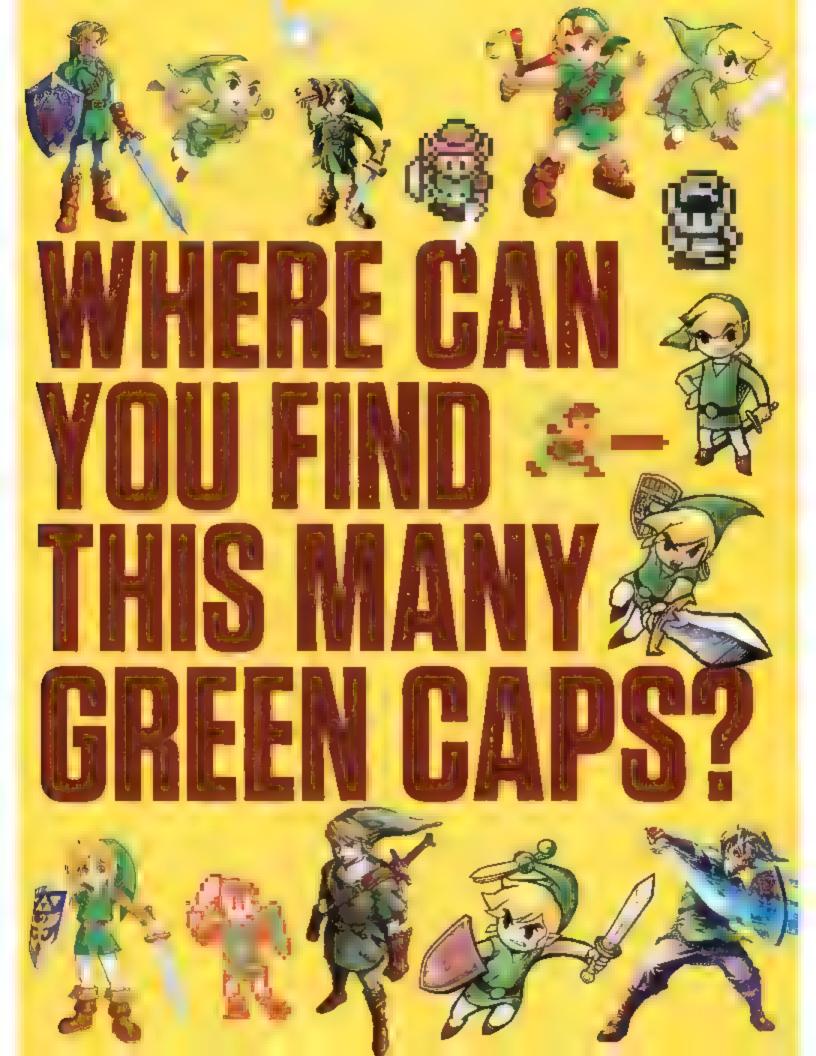
would wait for us next to a meda..

in this course Mario starts off by running into the screen toward the castle in the distance, but he must eventually scale a tall section of moving platforms to reach the end. Mario is met with the funds of obstacles we've aiready covered, plus Tanook tailed Goombas that Butter sump at him as he rushes by (stomping one steals its Tarrooks Leaf). A medacan be found down a green pipe in a room that is noteworthy for its visual. trickery. The medal rests on a block that, at first glance, appears to be stacked on log of a bunch of other blocks, but stepoing on a switch marked with a picture of an eye. shifts the camera view to reveal that the block is actually floating in front of the others. If you look closely, you can spot the block's true position without shifting the camera if you're playing in 30 but it's empossible to do so in 20. This is a really heat use. of the stereoscopic 30 effect that we hope to see more of milater levels.

When we finally lound a Propeller Block for Mano to put on, just his legs stuck out of the bottom, as did his tail, since he was wearing a Tanook Surf (This block doesn't count as a suit, so it doesn't replace whatever Manio might be wearing.) To fly supernigh, you leag, then tap the jump button a second time.









the longer you hold the button the higher you go. It's important to keep he Propeller Block until the very end of the stage because you can't reach the top of the flagpole without If Interesting side note: a strange flying coin purse hangs out near the happole, and that purse spills its loot as you sumplor it pount on it enough, and It'll even give you a . Up

BARK AND DANK

The final normal stage that we tried was a nice bookend to our tour of the Mushroom Kingdom, Since, like the first stage that we played. Course 2.2 is an underground area. There are two major differences between this level and Course 1-2 however the environment is so dark that visibility is poor beyond a circle of light that stays centered on Mario, and much of the stage is covered in pools of poisonous purple goop. Safely crossing the lethal flouid can be tricky platforms can be triggered to union into midair waikways, but they fold back up after a short time, so Mario has to get a move on. The platforms form paths that duck in and out of walls, shake under ? Brocks and medals, and dip in and out of the ooze. A final unfolding walkway leads to the Itagpole, but a well-timed long jump is still needed to reach the top.

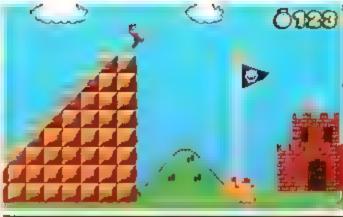
M / M / M

To cap things off, we skipped ahead to World 3 and hopped aboard a Hying ship- yes, that kind of flying ship, the type made famous in Super Mario Bros. 3 through multiple fevels of punishing difficulty. We had little trouble completing this course, howeven we were only in World 3, after all. The stage is a straightforward side-scroller with some of the best 3D. effects we've seen in the game so far especially when giant spiky pistons appear to thrust out of the screen at you. In fact, there's an eye-popping

use of 3D right at the start of the stage if you guide Mario toward the screen to revea a small barrow that holds a Super Mushroom -both Mario and the bascony look, ske they rehovering out in front of you

Much of the course consists of waiting for historis to retract and then running by them before they fire again. This is made more challenging when also dealing with falling plat forms, explosive Mario-seeking Bob. ombis, and liamons that hench spiky bails, but skilled players well find that a lot of corners can be cut with daring long junios. And laking a fulisn't entirely bad news, as the result is that Mario gains a few seconds of useful invincibility that can get him through tough spots faithough he rooks pitiful when rendered small and traffess. The course companies in a race against time as you run across a lengthy bridge of falling piatforms to reach a green pipe before a long row of pistons stabs out at you

Through the pipe walts Boom Boom, a boss that livel appointed in syou guessed it Super Mario Blos 3 (the NES classic must have an awful lot of lans on the Super-Mario 3D cand development team) The cranky Koopa holds out his fists and spins around like a top, riowly steering himself toward Mario until he gets dizzy and lalls down. This



(Below) Underling pathways carry therio across danger in Course 2-2.

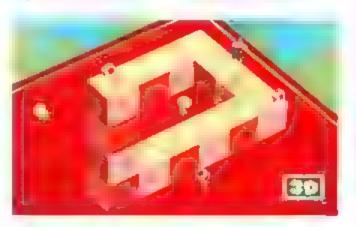


leaves his baid noggin an easy larget for Mario's fearsome feet, and after Tax he a good stomp, Boom Boom erreats inside his spiky shell and skilters along the floor Dodging this desperate attack is made distinuit. by the fact that the floor is spin nto two conveyor helps moving in opposite directions, which slow or speed Mario and his loe as they move around the room. However Boom Boom soon restal to his atlack pattern with his spinning punch. and it takes a lotar of not three stomps to put him down for good. After victory Mario heads above deck to slide down the fragpore but not before grabbing a medarthat's hidden offscreen at the end of a long and narrow wooden beam.

THE RESERVE AND PARTY.

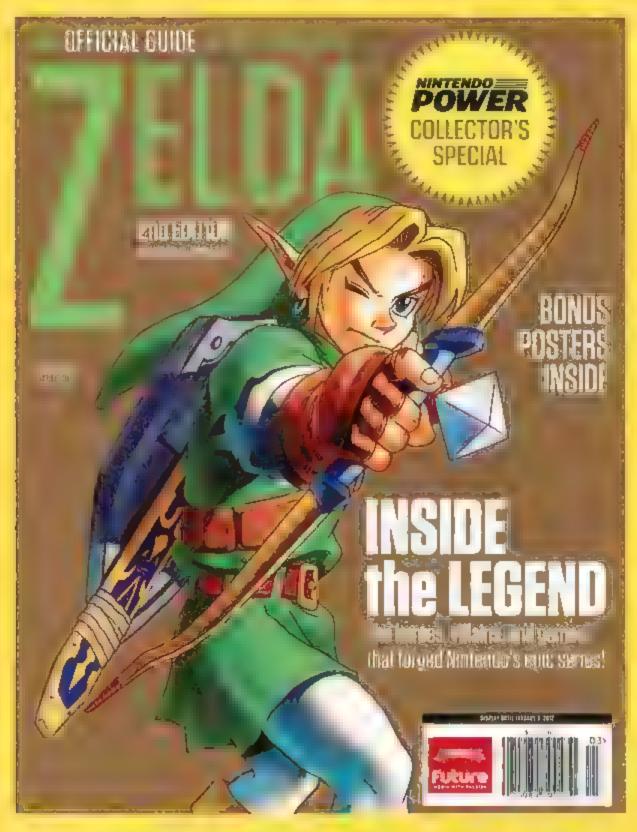
We hate to end the four here, but with the game's release just around the corner only a bully like Bowser would spoil much more if you haven't watched the official trailer check it. out at www.SuperMarro301 and.com to see Mario swim, walk on tighttopes, and traverse a top-down level inspired by The Legend of Zeida-

Before we go, a few final notes, in addition to the moves that we menboned. Mario has retained his wall jump and cartwheel jump, although there was little use for them in the stages we played. The 'riple jump. however is gone after having been a Mario-series mainstay for quite some time Also. Nintendo representados let ship that the game will include support for the Nintendo 3DS system's StreetPass leature although tiey were mum on details. And finally, these early courses were pretty easy. for Mario maestros like us, so we're curious to see if the game's challenge level will year loward the especially accessible New Super Mario Bros. for Nintendo OS or head in the direction. of Mario's more challenging recent games. Either way, we can't wait to take a return trip to Super Mario 30. Land, Brand new Super Mario games don't come around very often, and we plan to sayor every moment



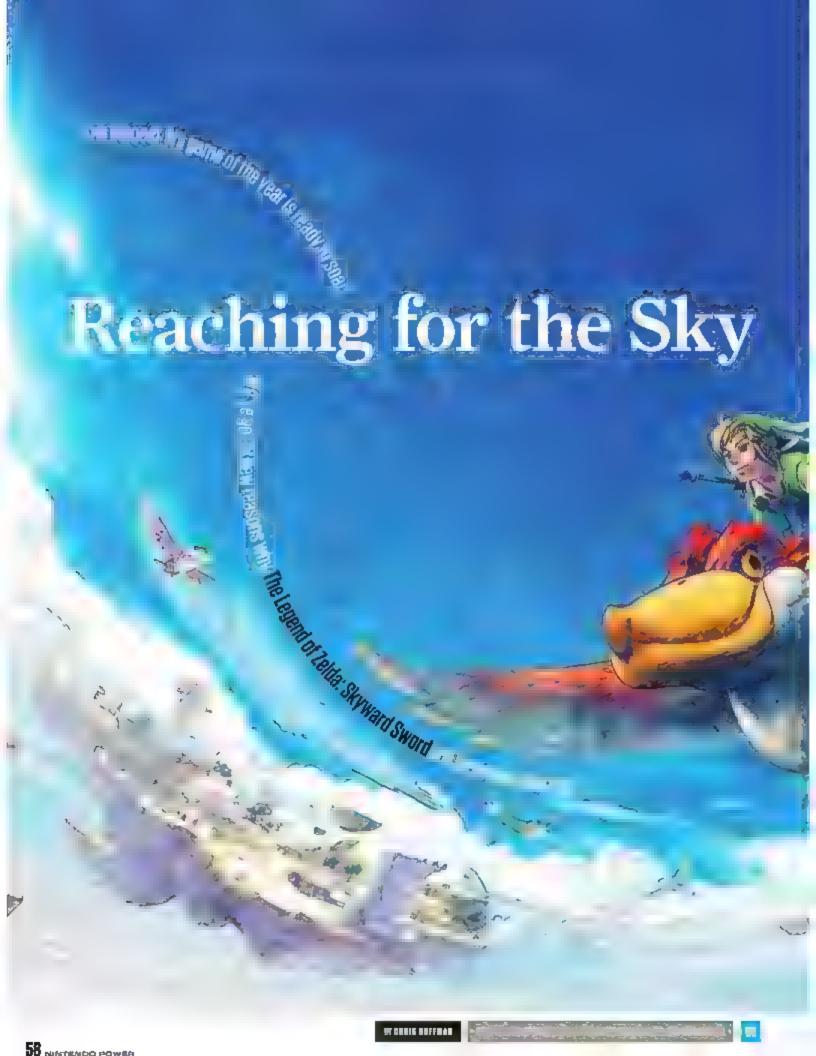
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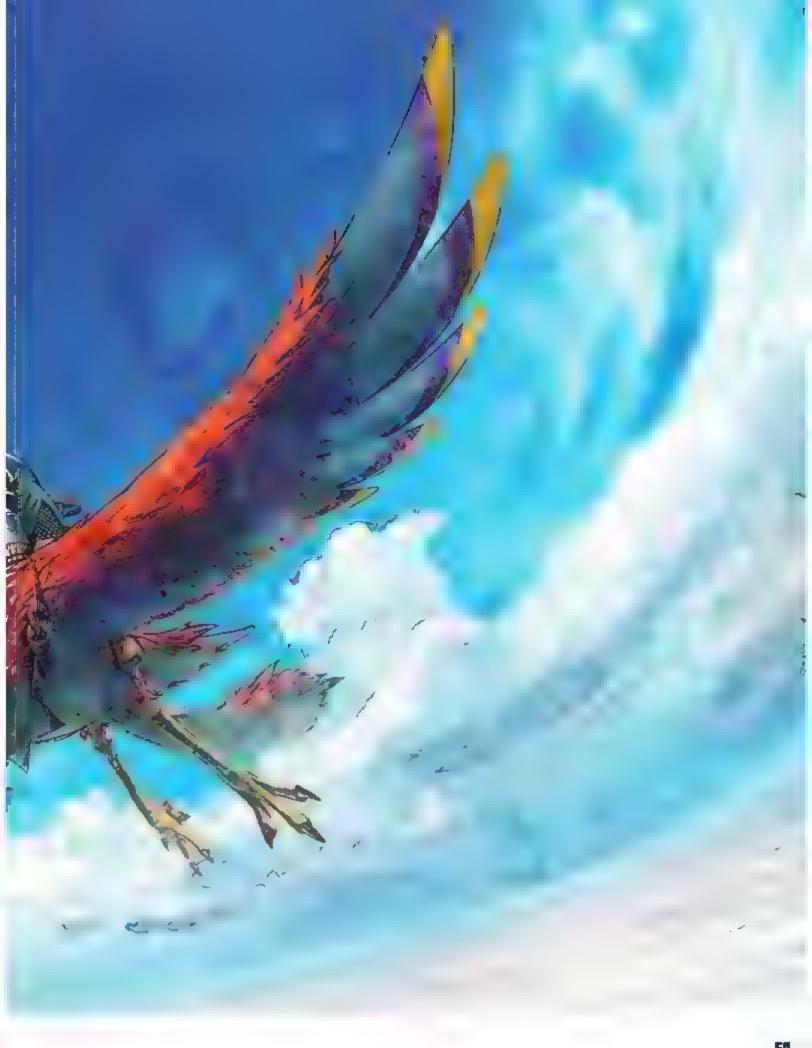
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Without the power of the Goddess Sword, Link wouldn't stand a — a chance against the trials he faces.

Knight Academy. The headmaster,

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1. SKYLOFT IS HUGE!

We've known for a long time that one of the primary locations in The Legend of Zeida. Skyward Sword would be Skyloft—a world floating amongst the clouds—but we didn't realize just how big it was going to be. Not only does the airborne.

island contain the Knight Academy, where cink is enrolled, but it also contains a grant goddess statue, a large residential quarters, a praza, and a cave hear a majestic water fall. There are lots of locations to exprore off the beaten path, and there are even additional hoating islands, separate from the main

island. And get this: unlike locales in most video games, Skyloft has a bathhouse and a toilet. Finally, wisk can get some relief

2. NEW FACES

Several new characters reside on Skylott, most notably Link's instructors and classingles at the Gaepora, is Zelda's lather He's a large man with an imposing presence, and he sports a stylinunibrow Longtime Zelda fans might note that his name is similar. to that of Kaepora Gaebora, the owl from The Legend of Zelda. Ocarina of Time, and oddly enough. Gaepora tends to laugh with an owl- ike "hop, hop," Another important character is Groose wha's sort of the Biff Tannen of Skyloft Always accompanied by his ackeys Cawlin and Stritch, Groose is quick to bully people to get his way: he's also got a major crush on Zelda. Other significant characters include Pipit (a senior student and the academy's resident bird expert) and Fiedge (who's a nice guy, but kind of a wimp).

3. MAKING A Mr 55

in previous Zelda games, household objects were frequently nailed. down and weren't interactive in Skyward Sword, that's not the case. As you wander through the Knight Academy and other places in Skyloft you'l discover that lots of stuff can be knocked over includng glasses, plates, vases, and flowerpots. If you perform a roll (Liggered by shaking the Nunchuk controller while you're dashing). into a piece of furniture, any objects on top of it will likely faover and sharter. I's not a very nice thing to do, but it's one example of how Skyward Sword creates one of the most convincing worlds in the Zeida series.

4. A BUAUTIFUL FRIENDSHIP

We've been aware for a while that







As part of an important Skyloit commony, Link and Zolda Share a magical moment atop the gargantuan goddess statue.

the Skyward Sword iterations of timb and Zeida have known each other since childhood, but it's one thing. to be aware of in and another to see how it plays out. The two are clearly very close - Zeida wakes Link up early in the morning just so he can he the hist person to see her in the goddess aftire that she's wearing to perform a ceremony later in the day However she then says that Link is lazy and hasn't been practicing for the flight-competition portion of the ceremony so she shoves him straight of the edge of Skylotti (Don't worny: Link's OK.) Later in the day -after Links won the competition and he and Zeida have performed the ceremony togetherthe two of them emballs on an evening light However just when Zelda says there's something she's been meaning to tell Link for a while. ap unearthly black tornado appears. and Zelda is pulled to the mysterious world beneath the clouds

5. WHO IS 142

After being separated from Zeida, Link wakes up in bed thankfully rescued by his coffwing. However, Link bears some commotion in the har ourside, and when he reaves his room he sees The mysterious floating ligure of a woman When Link pursues her she leads him on a chase all over Skyloft that ends at the goddess

statue There

we find out that F is a soint that resides in a mystical blade called the Goddess Sword, and that she considers and her new master Created by the goddess herself. Fi is full of knowledge that will help Link fulfill his destiny.

6. DI MONIC KLELL YLLIACK,

Like the worlds of many Zeida games, that of Skyward Sword is acrive during both day and nigh However the day/hight change doesn't occur in real timeyou must go to sleep to make time. pass. (You can choose to sleep until night or morning ¿ At night, Skylof: becomes a dangerous place. You'll have to light off bats and stimes. and even the kitty-cals become aggressive. The demonic luttles are easily some of the freaklest things. we've ever seen in a Zelda game

7. INTERFACE

Some of the early screens shown for Showard Sword leatured a prefly beefy user interface iromotete with an image of the controller superimposed over part of the display. But you'll see no such thing on the screenshots in this feature. It turns out the interface is adjustable. The Standard interface includes the controller overlay and button functions: the Light interface shows only a few button designations; and the Pro interface is almost totally clean

8. HOW BAZAAR!

One of the most important build itigs in Skyloft is the bazaar if you need it, the bazaar has probably go! If Not only does the bazaar. contain an item shop where you can buy shields, bombs, arrows and the like) and a potion shop (which offers several types of potions, including Heart Potions to restore your health and Guardian









[Above] By collecting Jelly Blobs and other asserted grades, Link will be able to militance his equipment at SkyleR's Scrap Shop.

Potions to reduce the damage you receive), but it also has a for lune teller a storage facility (to store items that won't fit in your inventory), and the Scrap Shop, which is sort of like a blacksmith's.

9. THE BIG, BLACK MONSTER

Through the early goings of Skyward Sword, Link repeatedly has dreams of an enormous worm like monster with giant pointed teeth. At one point early in the game Ghirahim makes mention of resurrecting his master—it couldn't be this behemoth could it?

10. ITEM ENHANCEMENT

The Scrap Shop offers a service that enables you to power up your ems and equipment. To do so, though, you i, need to acquire rare ngredlents: such as hornet larvae, ornamental skulls, and lizard tails—during your travels. Some are obtained by defeating enemies, others are found while exploring, but all of them can prove useful. For example, if you use two amber

reics, one monster claw, and one jelly blob to enhance your wooden shield, it'll upgrade to a much more durable Banded Shield.

11. GIFTS FROM BELOW

As you explore Skylolt, you'll occasionally come across big silver treasure chests that can't be opened. What's the secret? When you reach the Surface world, you'll encounter strange blocks known as Goddess Cubes If you blast a Goddess Cube with a Skyward Strike from your sword, you'll make the block launch into the sky, unlocking one of the silver chests. When you return to Skylolt, you'll want to be sure to track down the treasure

12. RETURN OF THE SHLIKALI STONES

If you played the Legend of Zelda: Ocarina of Time 3D, then you already know about the Sheikah Stoneshlelpful monuments that provide video hints about what to do next if you get stuck. Well, they're back in Skyward Sword, in fact, a Sheikah Stone appears in the countyard outside the Knight Academy shortly after the adventure begins.

13. GREAT SAVINGS

In most Zelda games you can save anywhere you want. Not so in Skyward Sword-you can save only at designated points by interacting with special statues. The downside, of course, is that you can't save on a whim. The upside, though, is that it allows you to save your exact (ocation; you aren't sent back to Link's room or the beginning of a dungeon just because you needed to turn off your game. In fact, there are frequently save points in middingeon and just before boss battles.





Equally useful is the fact that when you travel from Skyloft to the surface world, you can travel directly to any save point you've activated (except for the ones in dungeous).

14. THE NEW ELDIN PROVINCE

in The Legend of Zeida. Twilight Princess, Eidin Province was a rugged, dry land that offered pienty of challenge. In Skyward Sword, it's more than lugged and dry—it's hazardous and hot. This steration of Eidin Province is full of letter lava streams and rocky terrain, and any plant life that manages to exist is withered and brown. You'll encounter enemies called Pyrups in Eldin, these foes like to hide in small caves or within the skeletal remains of other heasts, then breathe fire at anybody that comes by. However, you'll be able to make short work of them by cleverly tossing or rolling domb Flowers to penetrate their defenses.

15, MEET THE MOGMA

You'll encounter several new laces of creatures in Skyward Sword, including the molenke Mograe We had previously seen these guys briefly during a nonplayable demo, but now that we've met 'hem ourselves we're kind of shocked at how cowardly they're great at digging and treasure-hunting, but they're likely to run from their own shadows. Nonetheless, they're nice chaps, and they reward Link for his help by giving him Digging Mitts and a Bomb Bag.

16. BOKOBLIN EVICTION SERVICE

Bokobins—nasty red-skinned enemies that you can see in some of the screenshots on this page—are trying to take over Eidip Province, and it's up to ,, nk to stop them. They've even set up a makeshift village (mainly consisting of Lumber and Lattered Cloth) half way up a volcano. Luckify, ,ink has the skills to single-handedly raid the village defeat all the bad guys, and blow their watchtowers to the ground

17. WOMAN IN BLACK

As Link explores the surface world in an attempt to find Zeida, he crosses paths with an enigmatic ininjatike woman in black. Who is she? What is she doing? All we know for sure is that she wears the mark of the Sheikah on her clothes and her forehead. Hopefully she's friendly

18. THE EARTH TEMPLE

The second durigeon in the game is the Ea. th Femple, located within a volcano in Eldin Province. The temple has a Chinese dragon theme, and, as you'd expect. The place is full of lava. t's also got a number of dangerous Lizalips to deal with, as well as thre soltting foes. You'll spend a great dear of time in this dungeon atop a stone sphere (which was originally the eyebatl of a massive status) to navigate some treacherous lavafloes. You'll frequently have to use hombs to create new paths as you dultle the sphere to its destination. Toward the end of the dungeon, Link has an indiana Jones moment-after he grabs an item from a treasure. chest he finds himself rugning from a giant boulder)

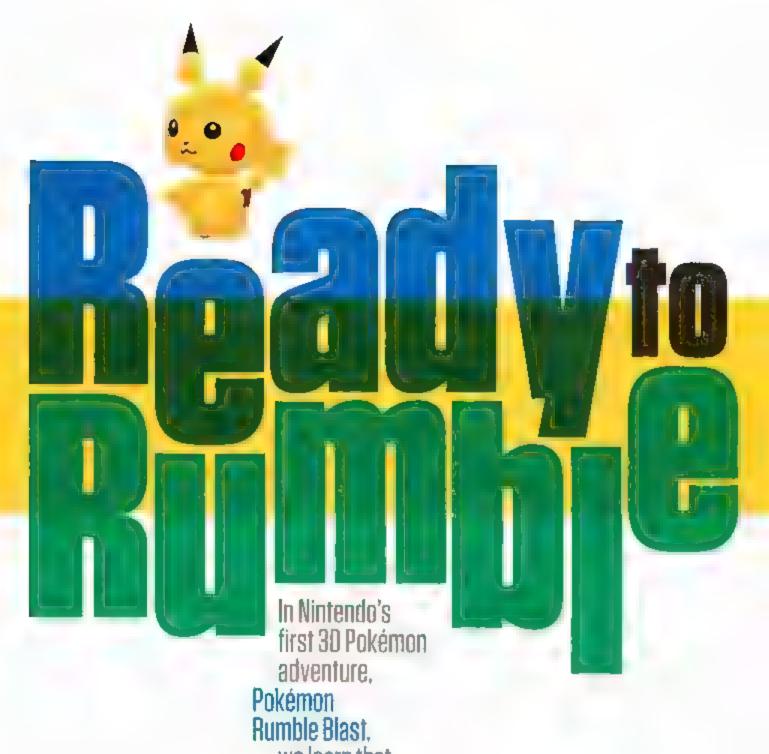
19, FEARSOME FIEND

We saw the Earth Temple's boss-the Pyroclastic Flend Spaldera in .. screenshots distributed at this year's E3. Now we've had a chance. to light it land it's quite a battle. Though it bears some resemblance to a humongous insect, it's more like a blob with six leas, encased in a stone shell. That can burst into flame whenever it wants. As it charges at you, you'll have to knock it back with bombs) it retaliates by shooting large bursts of fire. We don't want to spoll the fight entirely but we will say that Spaldera does have Dodongolike tendencies. This beast is just one of the reasons why we're so excited about The Legend of Zelda: Skyward Sword; players are bound to encounter hundreds (il not thousands) of reasons more when the final game is released in November





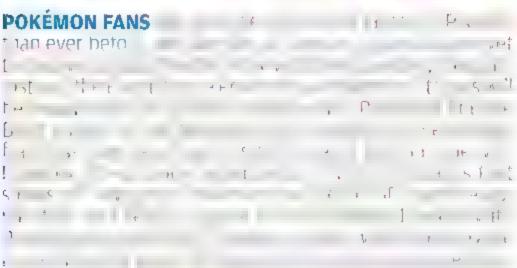




we learn that it's still cool to play with toys.







Unlike the RPG styling of the recent Pokemon Black Version and Pokemon White Version games. Pokemon Rumble Blast is primarily an action game that allows players to directly control the endearing Pokemon. These aren't the kinds of Pokemon that we're used to battling, catching, and training, though Instead, the stars of the game are Toy Pokemon—wind-up versions of the characters we've grown to love over the past 13 years.

A CLOCKWORK PIKASHU

The game takes place in the imaginary reakti of Toyland, where playthings come to life, have conversations, and embark on their own adventures. Unlike most Pokemon tities, there is no "star" of this game Theorghout your journey, you'll befriend dozens (if not hundreds) of new Pokémon, and each of them will prove to be a valuable asset. When the game begins, the goal is to simply rayer to new areas within Toyland and recruit Pokemon to your team Soon, however a nefamous plot is revealed. The centerplece of the first rown, the aptly named Toy Town, is the Glowing Fountain. Glowdrops, life giving Hold that fills the fountain, are

Normal Paude Shelton

starting to go missing. Without these drops, the Toy Pokémon that inhabit the land are in big trouble. Obviously it's up to you to discover the culpril behind this crime. Could it be the moublesome Pawniard, who teases you with the traditional Pokémon dval taont of "5mell ya kater" or is there a greater threat at work here?

To discover the truth, you'll have to do a lot of bat ding. Pokémon veterans will quickly notice that the structure of Pokémon Rumble Blast is rather disferent from other games in the series. The story is broken up into chapters, each with a handful of subsections. Within each chapter, you find yourself in an open field from which you're free to venture into a town or other area. The fowns are just what you would expect-there are other Pokemon with whom to chat, and shops where you can spend your hard-earned coins. The themed areas scat rered throughout the land are where you'll do battle with wild Pokemen land. hopefully befriend a few.

THE RESERVE

Forget everything you know about Pokemon ballies: there are no corn-based fights here, in order to win this game, you'l need quick ellexes above all else. Each area is viewed from a bird's eve perspecive, and as you follow the winding paths, you'll encounter several wild Pokémon simultaneously. You control only one Pokemon at a time, and it can be equipped with two difte ent moves. There are no Power Points to worry about, so at ack as much as you like. Enemies swarm you gaickly, so there is little time. to think it's attack or be attacked in Toyland. When wild Pokemon are defeated, they leave behind coins that you can collect. Occasionally instead of dropping a coin an enemy Pokemon reverts to a collectible. toy form. Collecting the faller foe

Shop 'til You Drop

The towns scattered throughout Toyland not only give you a place to rest your weary gears in between battles, they also provide the opportunity to drop some coin to apgrade your team. Here are some of the locations that you can visit.

Glowing Fountain

Stop off at this watering hole to refill your Toy Pokemon's energy.

Move-a-majig

Want to learn a new move? Drop a few coins in this machine to receive a new, random technique

Mave Vendor

No randomness here. You'll know which powerful move you're getting from this machine, but it's very expensive

Collection

This is where you go to see the Toy Pokemon you've encountered and befriended.

Information

Their are fots of statistics to keep track of in this game. This record half lets you view them all.

Release Point

I you have more Toy Pokemon than you can handle this is where you can release them back into the wild.

Shopscope

Go here to activate the game's StreetPass leature.

Two Player

When you're ready to bring a friend in on the fun, visit this building









atlows you to beforend the toy.
allowing you to play as it

There are more than 600 Pokemon to collect in all, including plenty from the newest entries in the saga. Pokemon Black Version and Pokemon White Version, but stars of the older Pokemon adventures make appearances as well. Remember when we said to forget everything you know about Pokemon battles? Well, hopefully you didn't forget everything. Although the structure of the lights is very different here the basics are pretty much the same Each Pokemon still has a type, giving it advantages and disadvantages.

over other Pokemon that they encounter (I a Water-type Pokemon goes up against a horde of Fire-type Pokemon, for instance, it will have

a distinct advantage despite being outsturfibered. (This is especially true if the Water-type Pokemon happens to know a Water-type move.) The area that you're in at the moment determines what kind of Pokemon you meet along the way. Traveling through a meadow will send more Grass-type Pokemon your way whereas you're bound to see more Rock-type Pokemon in a cave

Since you control only one Pokémon at a time, you'll have to be constantly aware of your surround ings when you go into battle. You're free to swap out your main Pokémon at will, so if you suddenly find

yourself at a factical disadvantage. It's wise to switch to a Pokemon that can better challenge the advancing. forces. Just be aware that it takes a few seconds to fully "wind up" a Toy Pokémon before it joins the fray You're vulnerable during this time, so attempting to swap characters while in the heat of battle can lead to a fallen toy. If a toy does run out of energy, don't fret too much. You carriose up to three toys in each area. before getting the dreaded "game over " Maintaining a powerful team. with several members and swapping them out at the groper moments can avoid that altogether, though.

Legions of wild Pokémon aren't the only obstacles. At the end of every stage, you'll face off against a Boss Pokémon. The boss is easy to idealify—if gets wound up so much that it grows to a giganox size. These









htonstraus foes have some powerful moves and an endless supply of minions that help defend their leader Without a type advantage, even skilled players will find themselves having trouble during these matches. Still, there's potential for a great reward upon beating the boss. When it goes down, it will drop a healthy supply of coins. If you're really lucky, though, it will also revert to its small toy form, allowing you to be friend it.

THE POWER THAT'S INSIDE

additions to your team

Not surprisingly, the Boss Pokenton

are some of the more formidable.

Advancing to new areas leads to encounters with more-powerful onemies and results in befriending more-powerful Pokemon, as well This is the key to building a strong team with a diverse set of skills. On its own, each area isn't terribly large A skilled player can get through one in about five minutes, thosever the areas are meant to be reprayed multiple times. Although several

Pointmon inhabit each area, you won't encounter all of them on just one play hrough Additionally befriending a Politimon happens randomly, so the odds are that you'll have to go through each area a few

times before tatching em all, Like the Pokemon RPGs, the collection aspect of Pokemon Rumble Blast is surpresingly addictive. You'll find yourself revisiting stages repeatedly in hopes that this will be the time you make buddles with an elusive critter.

Once you've built up a respectable team, it's time to put it to the lest When you think you're ready, head to one of the stadiums in Toyland to compete in the Bartle Royale. These arena-based chaffenges will determine the true Pokémon masters. Due to the confined setting of the Battle Royale the game changes slightly With several opponents lighting in such a small space, there is nowhere to retreat. You must face adversity head-on. The rules of the game are atso different in Battle Royale, Imlonger can you switch Pokémon on the livid your character's health is running low. A Pokémon can leave the Battle Royale only when it is defeated. Go through three charac ters, and you'll have to restart the partle from scratch. There are also

specific requirements for entering each Bairle Royale, Many require that Pokémon be at least a certain level. Because Pokemon don't gain experience in Pokémor Rumbie Blast as they do in the Pokemon RPGs, the only way to gain high-level Pokemon is to befriend them. Other Battle Royale arenas restrict the type of Pokemon that you can use to light. For example, the third section of the game's first chapter contains three Battle Royale a lenas-one that allows Fire-type Pokemon. one solely for Water-Ivoes, and one exclusively for Grass-types.

Like each of the regular areas, the Bartle Rovale arenas have Boss Pokemon, Before a match begins, you're given a silhouette preview of the main opponents you'll'face Toward the end of the Baille Royale. the Boss Pokemon will join the action Although they aren't supersized like the area bosses, they are extennely powerful. Sadly, there's no chance of befriending them, but you still earn plenty of cash once they're defeated.

Harate State Lill

As involved as the game's adventure mode is, there are also two battle modes to choose from for an extra challenge, in Team Battle, you fight alongside two of your Toy Pokemon as you face off against numerous manbosses while working your way toward a confrontation with a Boss Pokemon, in the Charge Battle mode, two large battalions of Pokemon compete to see which seam is the strongest

Between the frantic battles and the collection aspect, there's a follto keep gamers busy here. Still, there's twice as much fun when a second player in involved. Pokemon Rumble Blast has a few ways to inferact with other people while you play. Co-op modes are always fun, and with a local wireless connection, you

Who's the Bess?



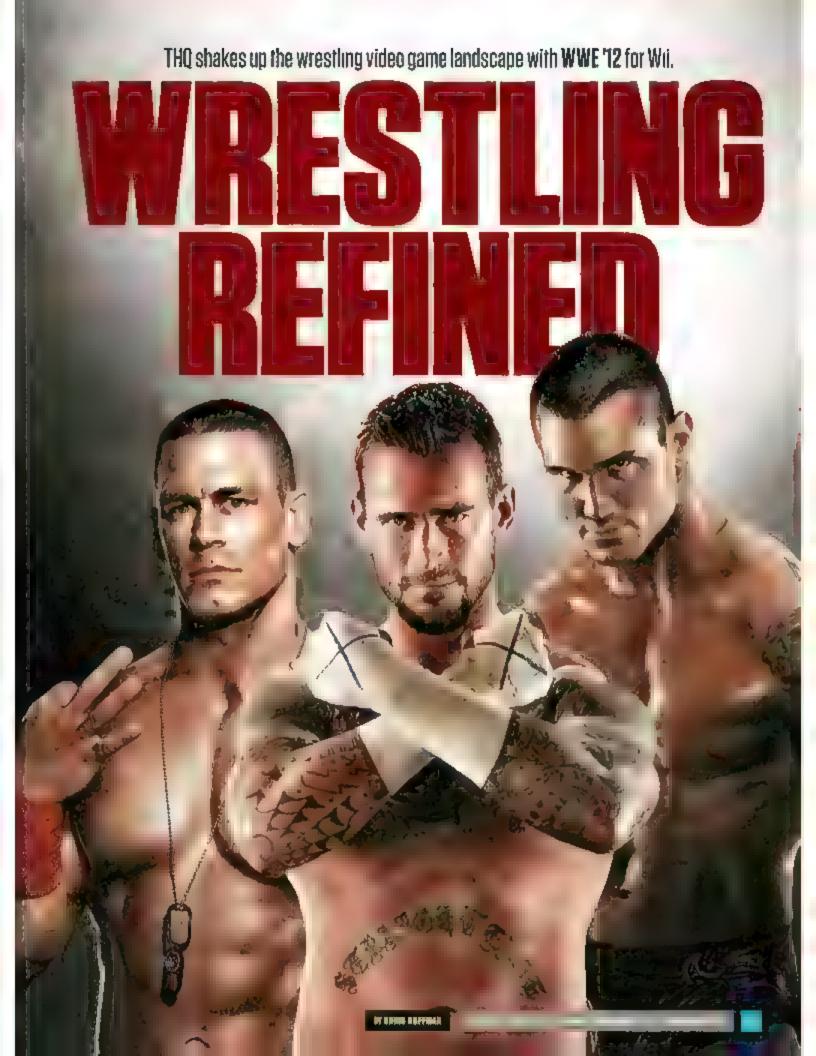
There are plenty of Boss Pokemon to challenge in Pokemon Rumble Blast. Java ly they're evo ved forms of Pokemon that you've already encountered on your journey, but you might run into a few Legendary Pokemon as well. This is but a sampling of the powerful opponents you'll face.

and a friend can play through any area that both of you have already cleared in the single-player game. Not only will this give you extra backup during Trenzied battles, but it increases the chance of befriending Toy Pokemon. Powemon Rumble Brast also supports the Nintendo 30S system's Street Pass Teature, letting players challenge the Toy Pokemon that mear by players have befriended as well as view customized Mircharacters within the game.

Pokemon Rumble tilast is definitely not a traditional Pokemon game, but it's every bit as exciting. With it's action packed quest, cooperative play features, bundreds of Pokemon to-collect, and colorful 3D graphics, we can't wait to play with these loys.









IN THE WORLD

THE PREDATOR STRIKES

WWE 12 celebrates the rebirth of our franchise through a bigger game, badder presentation, and even better gamepiav," stares game. designer Bryan Williams "We e delivering long-awaired or hear mprovements to the nore gameplay experience, delivering the most n eative and extensive feature set to date and offering a more visceral. edgy and polished presentation "

Make no his ake-st you liked the Smack Down vs. Raw games you'll feel aght at home with WWE .2 The developers haven I done anything extreme. Ilke scrapping and robuilding the game engine or anything like that hey have, how ever thoroughly enhanced the game

engine with what THQ has dubbed "Predator fechnology" which is a new renderer that delivers better graphics and improved animation

"By harnessing our new Predator Technology, explains Williams "we ve been able to greatly enhance." the visual quality of the game. Our new renderer denvers a sharper esolution and greater texture detail to create the most realistic WWE superstars, divas, and regentls ever seen indigital form the player's eyes can now stay intendy focused on the WWE's, perstars and the action in the ling. With each sigm and intract that hits, the ling comes alive with herce and realistic movement that was nonexistent inprevious games in the past, one of





the biggest complaints about the franchise was the clumsy animation. transitions and blending between moves. New Predator Technology also features new blending technolonly that enables us to deliver seamless transitions between moves. creating a much more responsive. fluid, and realistic experience that keeps the action moving."

The new tech allows for a much more true-to-life presentation. as previously canned animation sequences should unfold much more naturally. You'll now be able. to interrupt moves—say, clothesine ohn Cena into nex, week while

he's attempting to deliver a Five Knuckle Shuffle-and augment complex moves (for example. deliver a top-rope ethow drop to an opponent who's in the middle of receiving Rev Mysterio's 619/ Inisher combo) to create your own unique brand of offense in multiperson matches.

IL COURS AND ROYALADD

Of course, one of the most capilizating aspects of any wresting game is see ing what characters are included in the playable roster, and WWE 1.2 is no





WHY SHOULD PLAYERS PICK YOUR CHARACTER IN WWE '12?

ALEX MILE! believe I've had a better rookie year than anybody else has in WWE in a long time. I'm about to have the US title around my waist...and im the future of WWE I you want to be a young rising superstar, and a good man, and a pillar of the community, then choose Alex Riley! [Laughs]



RELLY RELLY Because she a awesome? [Laughs] No 11 s just so cool because the character in it is just like me i mean it s al my mannerisms fola Till's everything about me So hope fully if they like me they't want ta play ma

NATALYA BEIONARY (think that all players should pick my character for the simple reason that Natalya is the best. I represent all things great Laughs, The fact that last year was such a successful year for me as the Divas Champion, and coming into 2012, Lrying to redefine the divas division as smart, sexy, and powerful—) think that people know that Natalya brings her A-game to the table. As far as being the best in the ring, I'm gonna be the best in the video game, hands down.

11078 Because I'm the Truth, man. I will set you free. By glaylo' this video game, you will be able to come along with me, feel better, look better move better and you will be able to unfold the conspiracy that has been holding me down since WWE '12 came out. Why am Just now in this one? Conspiracy, Cause Little Jimmy's been trying to hold me. down for a long time

WASE BARRETT The most exciting thing about this game is the fact that for the first time ever Wade Barrett is actually in the game. You can go out and buy it, and im in the game itself. The fact that I've never had an opportunity to do that before is pretty cool in itself, so obviously I'm thrilled to be a part of the game. Think my real-life character is the best character on the show and I think im the best performer on there. so I think the game is probably going to reflect that Ioo.



ZACK RYBER Because I mitte plimate brosk 'That's pretty much it Zack Byder is finally in the game! You know he's dom nating, he's f st pumping, he's laking care and solking his hair and I think everyone just wants to be Zeck Avder



main eventers like Randy Orton, Triple H. Big Show, CM Punk, and The Undertaken the game includes

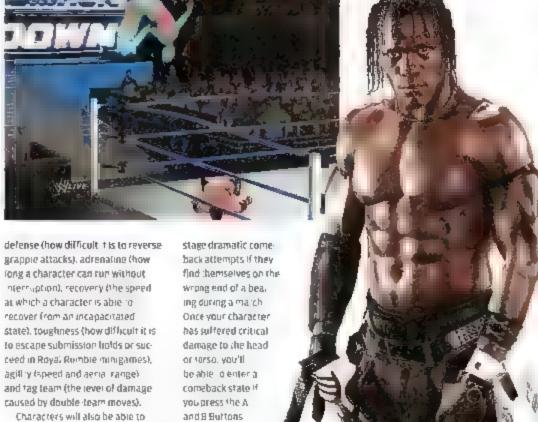
somewhere in the neighborhood of a dozen newcomers who've neveappeared on the Wir ronsole before including Wade Barrett and several former members of the Nexus stable

different. Aloneside established.

This year, we have a bunch of new faces that "in excited about." Williams shares, "Heath States Danie Bryan, Sin Ca. a and Alberto De Rio are but a small sample of some of the new faces players will find in WWE .2 malso extremely excited about The Rock being included in this year's gaine. Now, The Nock is no stranger to our framthise but this will be the first time since SmackDown!: Here Comes the Pain that we'll have the current verston of the Rock, Imbalitactors and all I'm year very pumped about his inclusion in this year's game.

To go with the updated coster there are several new character. attributes to help differentiate each performer Every wrestler is now rated in categories such as strike defense (how difficult is is to reverse or block incoming strikes), grappie

[Below] Mewcomers such as high-filers Sin Cara and Justin Gabriel are making their Wil debuts in WWE 12.



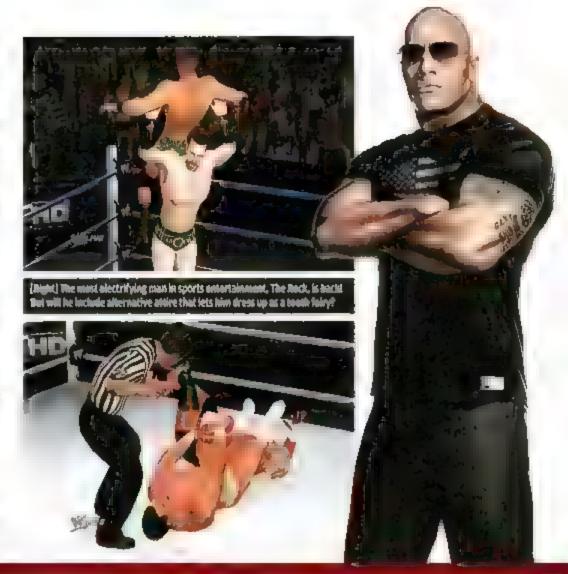
Characters will also be able to

on the Wi- Remote controller, which will cause your character to enter a fired-up state and immediately jump to his feet for perform a taunt If he's already standing) If you his A. and Blagain, you'll trigger a come back minigame (in which you il have to quickly hit specific buttons as their scoop agreed on the screens to deliver a series of afracks. If you resuccessful you'll be able to imme diately execute your superstar's Signature move, which can then be followed up with a finisher, thus turning the tide in your lavor.

Comebacks are just one example of how matches will more closely resemble their Ty counterparts Players can also expect to see more TV style came alangles, and to take part in authentically paced matches that move quickly in the early goings, then slow down as the contest progresses unfortunately the Commentary will also be authentic Michael Cole will be just as annoying as he is on www programming.

YINTAGE ACTION

As loughed on previously many of the other changes to wwe 12 are subtle modifications to the existing gameplay, but they could go a rong way in intoroving the experience. Though Wir Remote and Nunthuk controller users might not





WHAT MEMORABLE MOMENT OF YOUR CAREER WOULD YOU LIKE TO SEE IMMORTALIZED IN A VIDEO GAME?

ALFI BILET I think when I bear Miz at Capitol Punishment was an awesome moment for me in my career, I would re-cleate, he match with him pick the outfit had on that night, choose his outfit and then hit him with a finisher of my choice so think that would be early cool. As much as hate to say it, the night that Miz cashed in) Money in the Bank was (also) really cool for me. I was very new in my career, and got to be a part of that. I was ringside as he became WWE Champion, and think you can do that as well in the game.

detty letty Me wanning the championship (Laughs, But Conty won II two months ago, so hopefully (it will be in the game) next year. That would be awesome.

#414(F4 #610410) This is a little-known fact, but when did the tables. ladders, and chairs match with my partner Beth Phoenix against Lay-Cool. Triple Hireally helped me come up with one of the most unique things I've ever done to the ring, and that was pulting the sharpshooter. on both Michelle and Layla. That's never really been revealed to anyone actually, so you're gerting the first! So i'd love to see that iid love to put the starpshooter on two people at the same time. Maybe on Maryse, and maybe Eve.

L 18819 Wow, I got so many of them. Probably my debut into this business, into this sport that we love - debuted with Road Dogg- that was a great moment for me-man-thal was tike stepping into the realm of your biggest dream, your biggest inspiration, your biggest everything i'd like to have that immortalized in a video game. I could five it over and over again

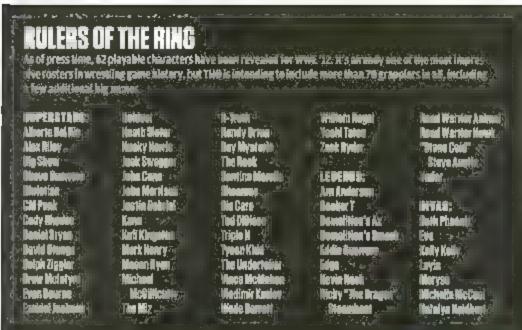


WADE BARRETT Most people seem to ready en by warch no the Nexus thyas on flom une of tast year where a group of eight of us came down and dest oved the RAW set and a facked John Cena Solust based on public op n on d ove to see hat mmortal zed in the came

and re-created to the game I think that dibe really cook

1101 11111 Maybe when Curt Hawkins and I won the WWC tag-team life That was definitely my career moment. If was in Long Island, where I'm from; my lamily was there-my Irlends and fans, it was awesome







notice, the game is reverting to a button-based grapping scheme: if you're using the Classic controler or GameCube controller, that means you'll samply press a button tinstead of their neithe light analog stick like in the last few iterations. of SmackDown vs. Raw) to perform grapple moves, Likewise you'll rapidly mash buttons to force your opponents to tag out to submission moves, just like in the wrestling games of yore

And while for years players have been able to execute rentain moves. to attack specific body par is (say, an ankle lock to wear down the legs). you'll now be able to do so more. elfectively than ever thanks to the ability to modify your grapple to target your opponent's imbs. "The new ... mb. Targeting System is actually one of my favorite new leatures in this year's game," proclaims Williams, "as it fends the game an element of strategy that has been racking in previous efforts. Critically damaging an opponent's leg in order. to reduce walking speed and impair funning never gets old. it's extremely satisfying working over a body part in order to attain an offensive advantage over an opponent."

Artificial intelligence has received a lot of aftention, as well especially when it comes to manage ers and meddiesome superstars. who interfere in matches, "Lasi, year's effort was plagued with some pretty bothersome Al bugs insofar as interfering superstars. were concerned," Williams admits Tim happy to report that these bugs are being stamped out as we speak! When superstars interfere in WWE 12, they'll do so with a reason and clear ourpose. If they're not able to achieve what it is they can but to do (e.g., break up a pin, hit their finisher on someone), they if exit ringside and the match will continue. The manager system has also undergone some muchneeded improvements. Managers in WWE 12 will play a larger role in matches this year, as they'r be more active in ensuring that their client wins their match. They'l' mount the apron and

> ent (resulting in a momentum gain. and they'll also seek to attack their client's opponent if they wander op close. All in all,

offer assistance to their oil-



liming windows for reversing

you're taking a pounding), improved

WHAT KIND OF A STORYLINE WOULD YOU LIKE TO SEE PLAYERS CREATE FOR YOUR CHARACTER IN WWE '12?

ALEK RILEY I would love to have a fewd with John Cena. I think if they would pair me against John-maybe I could come out and cut a promo against John or something like that, and then meet him at WrestleMania. Eve kind of followed his work for a long time, and he's been on top for a long time, so that's where t plan on being. Hopefully will one day be the face of the company, so why not start through the video game?

TELLY would love to see me get involved with one of the male superstars. Maybe like Alex Riley or something. Ike that-maybe like a iff the love scory. That would be awesome



MATALYA NEIDHART WWE doeser ! have it yet but one thing I'd love to see or be a part of in a video game would be an imaginary Divas Teg-Team Championship with myself and Beth Phoenix, the Glamazon being the first lever Bivas Tag-Team Champions All of us divas do so

maiches, radder maiches, table

matches, and Hell in a Cell), many

many tag matches, so I think I'd be so unique to have that in the game Of course everybody would have us imvised and the Glamazon, the Divas of Doom—beat up a the dives on both losters



N-THETE I'd ike to see them create. a storyline where R-Truth unfolds the conspiracy that s been against him since he got into WWE 12 A Tath gets the conspiracy unfolded, he becomes WWE champ, and then everybody lives together and gets to be together, and it's all deace

WARE BARRETT II players created a storyline for me. I'd be on the Road to WrestleMonra to take on The Undertaker and defeat him for his streak is mean, he's 49 and G at the moment-he's somebody that really is at the top of his game and he's been at the top of his game for 20 years. And he's someone (was a big fan of when I was younger He's still around now and still able to perform on a very top level. So I think if gamers can create that Road to WrestleMania story that culmmates in me taking on The Undertaker, beating him for the streak - think that would be my favorite thing that could possibly happen in the game

ZADN RYDER Maybe a relationship with Kelly Kelly Maybe askin' her ou . go on a couple dates, stull like that; maybe she could be my manager. So hat would be pretty cool, I think



WHAT TYPE OF MATCH WOULD YOU LIKE TO COMPETE IN IN A VIDEO GAME THAT YOU WOULDN'T OR COULDN'T IN REAL LIFE?



ALEX BILEY I not into this busness because kind of keihis sluff The crazer it gets the beiter for me rea vide en ov taking the risk and try no to do things that are a little risky and a i tle unbe evable at mes The adder matches a e rea y con

to be involved in and if they could do a hardcore table and char's match that dide awesome

HITTERES mailisk taker so I would love to have a cage match and turnp of the rage or a ladder maich and do a har killip onto the floor. You know anything crazy like that chat dibe really cont.

YETATA attendat There is a match that I would love to have in the video game, and that would be he first ever divas ladde, match, and, thick, there surry one diva that would go too to lookand hove to nose with in a ladder march, and that would be Beth Phoeno over bet, but in the video game it dibe eve in divalor themselves

0-14014 That sighard one man There are so many circumstances and situations you could be in Probably "diface) John Cenal because he 5 the leader of the conspiracy against me. You know about that? Propably that one it diunfold the conspiracy that John Cena leads against me (ii) dibe, an unfold-the Conspiracy Watch. No count ours pinfalls anywhere almost like a street light type if dihave to be a street light because this is business, ight here. There'd have to be tables. And little Immy can I come

will be till diske to set up a match between myself and "The Birt shiBu idog Davey Boy Smith He was my ido: when was a kid. and he was one of the main reasons i became a WWE superstar So. I dilove to Leate his character and take him on in a match, whether if slast aight up match or a no-disqualifications match, or a cage match, anything like har

terratory to real tile we never been in the Hell in a Col. so I'd de initely like to play that in the game with Zack Ryder, Zack Ryder versus anybody would be a pretty interesting and exciting match, that shot so e. Woo. MINDER WORK WORK IT

supporting up to four players. And if you is looking for some hing made joing term to sink you, feeth into, the game promises to include all new Road to WrestleMarita Story modes (containing more than 12 hours of garneplay) and an updated never

ending Universe mode that lets you put together your own matches and establish your own feuds, and it that's not enough, you can always. create your own wrestlers, fearis, storvines move sets and linishing maneuvers via the fame sumparar

leted rustomization options.

THO representatives made that an of these modely arrons and updates will make WWE 12 bigget budder and better than any wies tling game that scome be one bu as wies legitary know that's noth ing but talk until 1's backed on their ng Well find aut dithe game provides the hard bitting action have appling lans crave when " 1115 on November 22



COMICHEROES

THE MAGAZINE ALL COMICS FANS HAVE BEEN WAITING FOR.



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Drill Dozer

She's cute; she's feisty, she's the gueen of destruction Nothing gets in Jas way!

TIA V SAMI BOT ARRANGE Pont in a differinge THE SPECIAL PROPERTY. A ... III FLUNHARY 2006 201 for A 15 ppl 100, 201, 202 de dansk aggegenhaf geleder 🖫

thin grimit bed two days Dozer was released for GBA in the US in February 2006. at which time he telecendo DS has already been on the market for over a year. Not surprisingly with the shiny new dual-screened bandheld afready in garners. hands, people weren't lining up to play a new Game Boy Advance this This caused Drill Dozer to supunder a lot of players radars. It's a shame, too, because the game is pretty darn outstanding.

Not only is it a good game: It's a good game with a pedigree. It was developed by Game Freak, the creator of the beloved Pokemon series Unlike hose rule playing games, however Drill Dozer is an action-packed platformer Even so, the developer's tradition of relined gameplay and memorable characters shines through

The star of the game is till, the de facto leader of a team known at the Red Dozers, Jill's father the



usual leader was incaparifated in an attack by a rival gang known as the Shullkers, With her father outof rominission and the Skellkers in possession of her family's red diamond, Jill straps herself into the titulal walking lank and sets out for revenge.

For a roly-poly piece of machinery, the OriV Dozer packs a powerful punch its main weapon 6. of rourse the massive doll that extends from its front. Utilizing the drill requires a bit more input from the player than most video game.

weapons. It's triggered by the GBA. system's shoulder but constant by collecting entra cogs that are hidden throughout the mazelike stages, the Dozer can be shifted informultiple gears. Each gear makes the attack. more powerful and prolonged. allowing All to burrow through just about any enemy, obstacle, or wall.

Although seemingly simple this clever mechanic adds quite a bit to the game making the player feel more closely connected to the armon salso easy to get caught up in the storyline, which

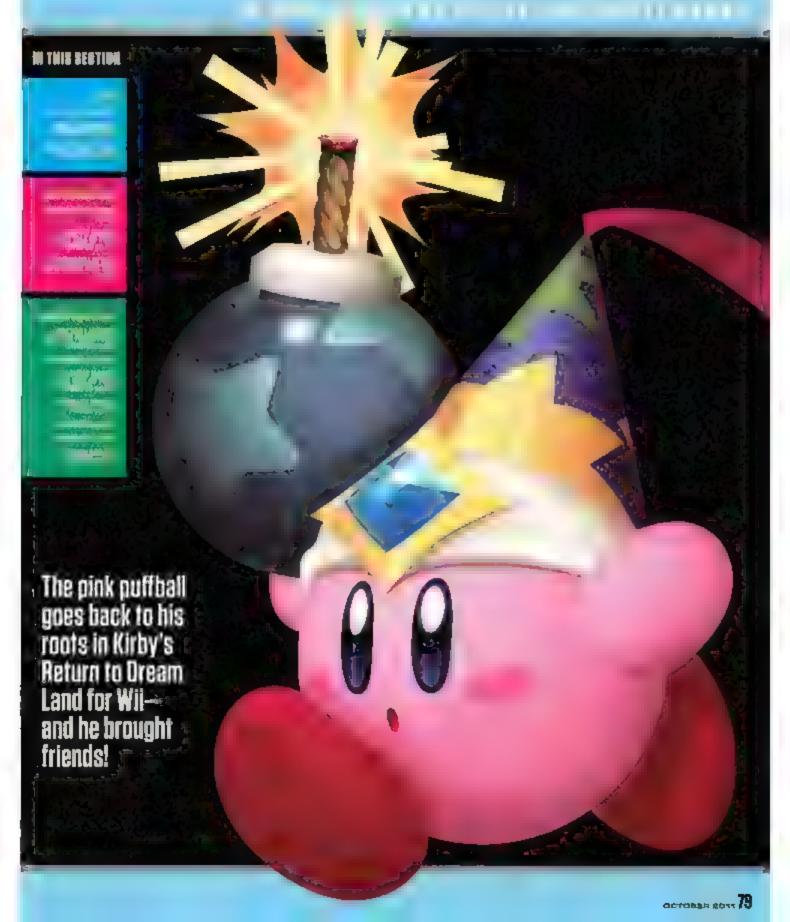
> is filled with humorous dialogue that sconiple mented by he charming (and occasionally financins) character animation II you missed brill Dazer when was first released. track down a copy and experience this overlooked





WHOLE LOTTA ha orit Basin sararaga dala different frant at ha EA games, in addition wisted! is the other) that viorates. This little touch terous piece of machach orki et platform gamle. reated Pulseman for the sega Genesis. In it, you play to the think the think the construction (but the top your deranged create From taking over the world guiseman aftacks with an electric blast, which an also be harnessed trage. Atthough it was largered was largered by larger

REVIEWS









A Welcome Return

KIRBY'S RETURN TO **DREAM LAND**

RATING: M.B

PEAT DAM THE ranjoja k **miljajajo** bil edented Alba dellander Jan. eyenyene 14-

Kirby's back! Well, technically Kirby himself didn't go anywhere; he was turned into fabric in Kirby's Epic Yarn and he was spilt into 10 smaller pullballs in Kirby Mass Attack (two undentably great games). But the

traditional ability-copying Kirby I've known and loved since the NES days has mally made a comeback in the aptly titled Kirby's Return to Dream Land. (And before you fans send your ietters. I know the pink pul/bair debuted in Kirby's Dream Land for the original Gaine Boy but he was incapable of taking enemies powers until Kirby's Adventure for the NES.

Kirby's not alone in this sidescrolling journey though the hammer-swinging king Dedede.

> the sword-slash ing Meta Kolghi and the spear thrusting Waddle Dee accompany the rose-hued hero this time. around The four some is playing

on their home planet of Pop. Star when a massive strip called the Lor Starcutter crash lands. Kirby and his pals discover the pilot, a seemingly amiable alien named Magolor and offer to help him find the five vitar parts of his vesser that have been scattered across Pop Star. , this isn't the coure adventure. but I'm trying to avoid spolling things.) in order to achieve this goal you assume the role of Kirby, and up to three friends can join you as either Kirby's three buddies (one player per character, so you can't have. say, three Meta Knights flying around) or as a yellow, a blue, and a green Kirby. No matter which characters you select, the controls are simple; holding the Wil Remote controller sideways, you move around with the

Control Pad, Jump with 2 (and tap 2 to fly), and use abilities. with I. You guard with A, which is the only minor icritation. have with the controls. Perhaps moving that function to B would make things easier during the heat of battle, as you would not have to move your (humb off of the Control Pad to block

The four-person gameplayreminiscent of New Super Mario Bros. Will-can get a bit chaotic at times, but it's always fun and mostly beneficial. For instance, if you're in dire straits and can't make it to health-replenishing food for whatever reason, a partner can consume some food himself and share it with you via hugging (it's adorable). Facing bosses by yourself can be chanenging, but it's made exponentially easier when your friends chip in. These encounters prove the worth of King Dedede, Meta Knight, and Waddle Dee, You might assume that it would be best for every-













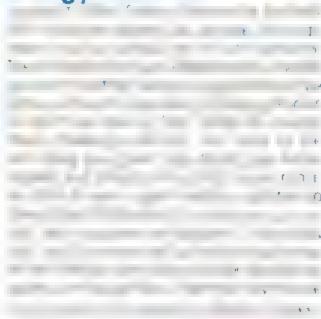
one to play as a Kirby. After all, Kirby has access to all the Copy Abilities and the environment devastating Super Abilities. and he can use the new Super-Inhale talent to vacuum up special blocks. But King Dedede. Mera Knight, and Waddle Dee have a weapon with them at an times (whereas Kirby can lose his copied ability if he gets hit, which makes boss battles more manageable than they would be otherwise Furthermore each of these three amigos has advantages when playing through the game's eight areas. King Dedecte can break bricks that can be destroyed only with a hammer Waddle Dee can hit loes from a distance by thrusting or throwing his spear and Meta Knight's wide sword swipes can take out multiple enemies at once And a nice thing about the multiplayer is the way the game handles how the characters fit on the screenthe camera is centered on Kirby at all times, and the other characters are teleported to Kirby's side if they get too far ahead or fall too far behind, mean ing characters cannot die

from being offscreen.

The disadvantage of play ing with other people is that everyone shares a pool of lives, so a lesser skilled buddy who keeps on dying can mean game over for the whole team (If this aforementioned buddy is playing as the main Kirby, it will be even more annoying. as you are sent back to the last door you went through if the prok protagonist is taken out of commission.) Thankfully, if players want some help getting through a level, they can hoponto the back of a more-skilled player-it's amusing to see a totem pole of four characters navigating the environment

The level of difficulty is clearly higher than that of Kirby's Epic Yarn (a game in which you could never die), but Kirby's Return to Dream Land does a good job of ramping things up slowly. The amount of challenge doesn't get crazy until a hand

Energy Unlocked



ful of the last fevels—and even then, most gamers should be able to get through the adventure without too much trouble. The real difficulty comes from trying to find and collect all 120 Energy Spheres, it can become frustrating—especially if an Energy Sphere is protected by something tethal, such as a piece of the environment that can crush you and kill you instantly—but if it is a worthwhile endeavor (see the sidebar).

Despite the fact that Kirby's Return to Oream Land doesn't have the unique visual qualities of Kirby's Epic Yamitbut what game does). I think this is one of the most graphically

mpressive Kirby games to date This little feets like the natural progression of the classic Kirby pesthetics-evolving from 2D sprites to 3D polygons-and adds a number of small visua. touches, such as the air distortion from Kirby's inhalation or the way Kirby negles while he walks when he has something in his mouth or the wind custling the grass in the fittle screen. Of course, the bulk of the game tooks great, too, but I really appreciate the attention to the little details, tido wish there was a bit more visual. vanety when it comes to the enemies, though, particularly with regard to the minibosses.

That said, any issues have with Kirby's Return to Dream Land are relatively minor this is an exceptional liftle, whether you're a longitime Kirby fan or not. Plus, it's one of the best ways to introduce newbies to the pink puffball, as the topnorch multiplayer allows yeter and to work side-by-side with rookies. I've enjoyed almost all the entries in the Kirby franchise, but Kirby's Return to Dream Land is easily one of the all-time best. — AUSTIN C.





Prustil aquarium housing a quaint little brown-roofed cottage.

Make good use of the underwater plants, and follow the coins to guide your fishion its way







Another Puzzle Solved

PROFESSOR LAYTON ARM THE LAST SPECTER

RATING & B

NAME AND ADDRESS. WITH EMPROYEES DO

Now that the Professor Layton series has reached its fourth. installment, players know. what to expect from games. starring the top-hat-wearing English gentleman: interesting characters, into guing mysteries, top-notch production. values, and loads upon loads of puzzies. Professor Layton and the Last Specter follows the formula to a 1, and without a lot of game changing innovation in the main story mode, the title has to rely on the quality of its components to convince players

to take another journey into Layton's anique world

Luckey, Level-5 continues to deliver across the board. Having reached an emotional climax in last year's Professor Layton and the Unwound Future, the saganow takes us a few years into the past, allowing us to witness how Professor Hershel Layton met and befriended his soonto be-apprentice Luke Triton while looking into a mysterious tale about a grant, unearthly specter wreaking havor on the village of Misthallery. The game introduces us to interesting new characters, too, including Luke's father Clark, a prankster known as the Black Rayen, and the professor's new assistant Emmy, who's probably the game 5 most memorable new face due to her penchant for

roundhouse-kicking people as if she were a female Chuck Norris Unfortunately, the game's new villain, a dandy by the name of Descole, falls pretty flat.

On the other hand, Last Specter's story is remarkably solid. The answers to a few of the riddles are plainly obvious, but the tale still contains plenty of turns and surprises that will keep you guessing. Just don't expect the same kind of emotional payoff lound in Unwound Future despite a clear effort to create some tear jerker moments, the scenario and characters involved simply can't match the resonance that was found in Cayton's previous adventure.

The most important part of a Professor Laylon game, however, is arguably the puzzies, and the game succeeds in that department. There's plenty of diversity (including math, word, spatial-reasoning, ygsaw, and logic puzzles), and though some of the puzzle types (most nota-



bly peg solltaire and the maze/ moving-block puzzles) have been in previous Layton games. the challenges feet pretty fresh overall. There are a lot of ouzzies hidden off the beaten. path, which promotes exploration more than ever before. Additionally, there's a state of luo new minigames, although they feet very much like the ones in Unwound Future

Despite all the similarities to its predecessors (which isn't necessarity a problem). Professor Layton and the Last Specter does have one standout feature that's unlike anything seen in the series before: the Professor Layton's London Life mode. While it doesn't contain. any of the cerebral gameplay. that the Layton Litles are known for, the mode allows you to create a character, customize him (or her), and interact with NPCs from throughout the Layton saga in an expansive RPG reminiscent of Animai Crossing Most of the gameplay revolves around simple fetch quests. but it contains a lon of relaxing content that will keep you occupied for weeks even after you've unraveled the mystery of the specier and uncovered all of Misthailery's secrets. Layton's London Life probably isn't deep enough to turn any series nonbellevers into fans, but when added to the winning formula of pazzles and exploration, it helps cement Professor Layton and the Last Specter as another fine entry in the franchise. - chain a.























THUR, GOD OF VEDRIOSE

No. 127000 3000 SIGA · F BER But & Probes

M 5 been four months since the Will and 05 releases of Thor God of hunder and we have to wonder why there being released. Anyone who might have had any interest in this little - a port of the Wilgame we awarded a 5-5 back in Vol. 267 - bas most likely already given it a shot and has experienced the repetitive game. play and the less than-compelling plot and story presentation. Still. the transition to the stereoscopic handheld ones have its benefit so not so much the decent 3D effect, but the controls. One major annoyance of the Wil version was that the Will Remote controller would sometimes fail to register your intended gestures Motion controls were essential for knocking opponents wto the air. using Storm Powers, and executing quick-time events. In this edition however you can perform these maneuvers via holding X, tapping an icon on the touch screen, and press ing the appropriate direction on the Control Pad, respectively. With this restructured control scheme, a lot of the frustration is alleviated. That gives this NIOS edition the edge over its Will subling, but it's ultimately a case of too little too rate. - Just this C.





As Blocky as Ever

TETRIS AXIS

RATING: 7.6

FOR NO BOTTON TO THE 1 1005500 see Columnia

As far as bringing a solid Tetris experience to the Nintendo 30S system, Tetris Axis is a success. The familiar block positioning. kne-clearing fetris gameplay remains as lun as ever And Tetris Axis adds a fun new game type called Fever mode, wherein you play on a narrow matrix. and try to clear as many lines as possible within 60 seconds.

But when a Tetris title such as this one follows my favorite entry in the series. Tetris. DS-R's hard not to feet just a smidgen of disappointment. It s mainly because of the wonder ful Nintendo-ness that saturated Tetris DS compared to the generic space/techno motif of Tetris Axis. Sure, you can face a series of LO Bombermen. (this was developed by the now-defunct Hudson, after all) in the Computer Battle mode. but that's not quite the same as having stages themed after Super Mario Bros. or Metroid.





Nonetheress, as I mentioned earlier. Tetris Axis nais the gameplay. The four Featured modes-Marathon, Computer Battle Fever, and Survival- are good fun, in fact, I had more fon with these than the nine. Party modes-Stage Racer Plus, Shadow Wide, Jigsaw. Tower Climber, Capture, Fil., Bombiks, Sprint, and Master Mode -but think that has more to do with my fondness for classic Tetris than with the quality of the Party content. I wish the two augmented-realily modes were more enjoyable. but they are still worth check ng out, if only for the naverty factor, And as Tetris fans would expect, the game sports several multiplayer modes.

With so many versions of

Tehris already on the market, it's hard to say that Tetris Axis is a must-buy Still, this is Tetris, one of the best puzzle games ever so you'll definitely get your money's worth if you do take the plunge, —Justin c.



Flawed Findings

DOCTOR LAUTREC AND THE FORGOTTEN KNIGHTS

RATING: 6.6

PLANTING WHATENERS AND petri - era dilibir 4888 I SHE THE HYDRE TO

The best word to describe Doctor Lautrec and the Forgotten Knights is probably "uneyen." There sicertainly a idt to like about the game if boasts surprisingly high production values, with attractive anime-style cinematics, copi ous amounts or top-notch voice. acting, a fantastic soundtrack, and superb implementation of stereoscopic 30. The story is filled with intrigue and features. a compelling cast of characters. cautrec himself is sort of an arrogant leck, but his demeanor provides an entertaining change of pace from most titles. of this lik. The real star may be



the city of Paris, however, which serves as the game's setting. Someone on the development team obviously has a deep merest in the French capital. and is history and you end op learning gaite a bill about both throughout the adventure.

Or the office hand, Doctor Lautrec's game mechanics. don't fare nearly as well Though dimay look like a Professor Layton clone at first bilish, the experience is lot more varied. That does not unfortunately equate to more fun. The good dontor spends much of his time sheaking (wough caverns, for example and the stear I garneplay avolved is slow-paced and boring. There are puzzles to be solved, but instead of meeting Layton's riever logic challenges you're simply asked to arrange blocks into certain shapes or spot the differences between photos. The turn-based battle

> system-in which you pit your collection of possessed treasures against enemy spirits is sort of interesting, but not enough to make up for the title's shortcomings.

That said, it does feel like Konami could be onto something here. We'd love to see the developers give it another crack if they can find a way to make the game itself as enjoyable as its accoutrements. -- arever.



MREVERS MOON: THE TALE OF TWO TOWNS 30



just because it had to be. That said.

the underlying game is still a very

enjoyable bursate reroringlation

of the series. This lime around you're

able to chanse from two rival lowers to

call home as you work to entitle heir

clazens through cooking and burning

ritallenges. The greated a varied quest

system along with insect-collecting.

hand-fishing, and other activities that

Will keen things interesting for series

vers and newcomes alike RANDY N.

HARVEST MOON: THE TALE OF TWO TOWNS DS

BATING: 8. D

PLA NIBERNADO DE PENTE III ANTESNAS PLE MARKECULINATION OF THE

in an elfor, to shake up the franchise. this new Harvest Mudit installment tasks you with menting a broken. ed, lightlip petween two rival towns by engaging in cilinal y collibar. Despite a ligge- emphásis no competiove čotk ing and working to licing the game's two distinct settlenients together all the isual addic typ facoling gardening. anicial rearing, and domicile building actual ements remain miact. New tasks, soch as hug- offerting and rand tearing as well as tynamic quests. are among the other for opdates matkeep the familiar gamenlay interesting. There are also regular opportunities to elocate from one to the other of the dugling sertlemments, and each has its own cool vibe. There's definitely enough fresh ground in The Tale of Two Towns diehtke Series lans back for more agricultural adversure. -- NATHAN M.

NIKOLI'S PENCH PUZZIE

RATING; 0,0

MAIRIN. 41414400 301 MANAGE HERSTHIP DISCHOOLS NUMBEROW PERMIT

Containing 600 good and number based challenges of varying difficulty. Nikoli's Penal Puzzle offers not only sodoku but also slilkako (in which you in together boxes of specific sizes) akar itin which you prace light builds to illumnate the god, and hashedn which you connect circles via a specified number of lines). The gameplay is solld. It leatures some nice ontions and delivers on its promise of simple cerebral diversions—but the presentation is pretty darn dull. Despite besig on powerful hardware. the game has no visual pizzazz to keep things interesting, and the 30 effects are completely wasted. Also, it's annoying that you're forced to scroll the play field when tackling the more-difficult puzzles. OHR B H

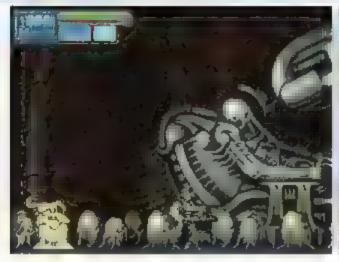
HARVEST MOON: THE TALE OF TWO TOWNS 3D

NATING 7.5

PLANTONS MEMOREMAN SAN PUR ISAIN NOTSAND CAN DE IN MARTILISAD SKITERTARININ NE

The Nintendo 3DS version of Natsume's latest farming RPG (sn't a major step up. from the Nintendo OS release—in fact they're essentially the same. Although the graphics are higher-resolution and in widescreen on NBDS, the stereoscopic 3D effect is subtle and was clearly added.







Another Glorious Day in the Corps

ALIENS: INFESTATION

materials house body

Someone took the time to write a song that plays over the credits to Aliens: infestation. It's a song about Ahees. A power ballad, even. You get the feeling that more than just a workmanlike level of care went into this project

Infestation is a pretty decent game by itself, and as a treat ment of the film franchise it's even better It's not just another game of wander around-andshoot-things where the things in question happen to be aliens with a capital A. If takes ideas. from the Alien pictures and turns them into stuff that's funto play with. More movie games ought to work this way

Metroid and Castlevania provide the template: a collection of free toaming areas to explore and wipe clean of bad guys. The better Castlevanias are bigger and more complex. but there's certainly enough elbow room here to make for an interesting journey. All the familiar sights look great-the USS Sulaco, the Hadley's Hope colony, the crashed ship and egg silo from the original Afienand the game slips in enough

new ideas sand new alien mon sters, to keep us guessing.

Each member of the player's four man Marine fire team is a "ife" in the standard gaming sense When they die. They usually die for good, and new recruits replace them in key. spots around the game world Semebody clear y had some for coming up with character concepts. Besides the usua hard bitten lough guys, there are charmers, ike PFC Chau, a wannabe hacker who speaks in 4chan memes.

The Marines have all the gadgets they were packing in the movies, neatly adapted to a side scrolling shooter. The

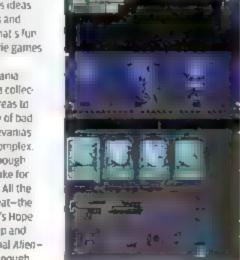
motion tracker is especially well done, lighting up the map with the location of hidden targets and pulsing a familiar tone to ratemet up suspense. In general the sound-effects integration is great. All the screams. and gunfire sound also they did in the theater and you hear them in all the right places.

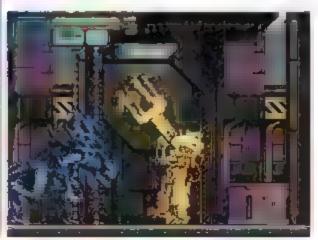
Intestation has as weak points, though. A zero-G piatform sequence is a great idea in theory but turns out not to work wer at air the floaty physics are murder to control. and making long-distance jumps calls for leaping off the edge of the screen toward. invisible targets. The boss

battles look good-big. scally suffiy-but they put up the wrong kind

of challenge. They tend to be tests of brute endurance more than quick reflexes in problem-solving. Those bosses poke at one of the game's other sole points. It's possible. indirectly to save yourself into a corner-save in the wrong spot with too few "extra ilves," and the next boss could be almost unbeatable. There's no second saved-game slot for a fallback, either

WayForward hasn't worked much in this genre before, so it's no shock to see a couple. of glitches in the design. If the developer tries another openworld adventure, though look out. And if it happens to have alliens in it, so much the bet ter WayForward has that part down to a science. - gavio s.







Monster Farmer

RUME FAUTURY: TIDES OF DESTINY

ΠΑΤΗΝΟ. BLC

PORTSON MATEURAL PORTSON MATEURAL PORTSON MEMBELSAND ESTO DECEMBER 18-

Natsume's Harvest Moon ser es made as believe that a far ming RPG could actually be great Rune Factory Frontier took the franchise into the factasy adventure RPG rearm with equally impressive results. Now comes Frantier's seq e Rune Factory Tides of Destiny, another great meiding of act on RPG and farming sim with pienty of new touches to enjoy

The central premise remains una tered you spend part of the game fighting



monsters in real-time combat and the other part explorng, interacting with other characters, and harvesting crops This time though your tha acterican be either male. or female (both are able to marry vinagers and have lods) and you have a new he per a g ant golden named ymir.

While riding on Ymir's shoulders you relable to explore the oceans that cover the game's world, discovering interwater islands and raising them to the su face. On them alle monsters to battle and tame. These beasts each possess the ability to grow different crops in your galden, so collecting them is a vital part of the game strategy Another is using fool you've acquired to craft new weapons and armor, the selection of which is expansive.

Rune Factory: Tides of Destiny is good-looking and vibrant with interesting characters, a compelling plot and voice acting that's pretty solid. Its world is one that is easy to ose countiess hours in thanks. to the multitude of things to do, and the game's numerous tweaks to its predecessor's formula should delight returnng fans -manuv m







FIFA SOCCER 12

RATING B.O.

TO SPORTS **IACADAM**

For my (lighey las years FIFA was one of the best in the series up to that point mainly because it introduced the the on tive street source mode which made for a much more anceyship. experience. I'm happy to see this mode eturn in FIFA Societi 2 intevenhappier to see that EA Canada introduced a new feature-FIFA City-that ampelled me to play this edition of FIFA more chan any previous iteration. The game is parked with a Re-goals and as you at these hem your sty. hour shes and levels up Leveling ip man , you acces to he new inter-ity Cub. a tournament in which you try To hi overyour sity's Suppermany over the surrounding computer compoled cibes JUSTIN C.

FIFA SOCCER 12

RATES 7.0

Market with 1885 Ed 53400 15

R's great that the Mintendo 3DS version of FIFA Socrer 22 has most of the leatures of its www.bling. (Sadly, though, FIFA Chy is not included in his game.) The fact that you can create a player in Be a Pro mode, manage a team in the Career mode, or play a five-on-five game of street soccer while you're on the go is pretty awesome. The tourh-screen gameplay_not so much, n sounds good, but tapong on the touch screen to place your shots is distracting. as you have to shift your focus from the at two on the top screen to the goal on the bottom screen. Fortunately, you can skip the lough-screen stuff and just use traditional buttons. -- Justin d

PET ZOMBIES

RATING BAS

NAMES OF STREET PARTIES 163 PLANTAGE PRODUCTIONS sale This

Who knew that having a zombie as a pet would be such a chore? All el adopting an undead comparison, you're given only one toy (a mirror) for it to play with, and one to fore device a forch for keeping nidisriplined. This is fun mitially but unionking more items migars cycling through your limited inventory over and oves again, so these activities quickly lose their fuster. For hermore war rereturned to play the same mangames (there are five in all) repeatedly (o eath money in order to accountly purchase the dems. The game's tendency to refer to the quasi-legality of zoinfae pets is bitarious, though, And that's, he thing. Pet Zombies is an amusing idea. Monotonous gameplay, however is 104 - COBY M





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by Vitsnak z













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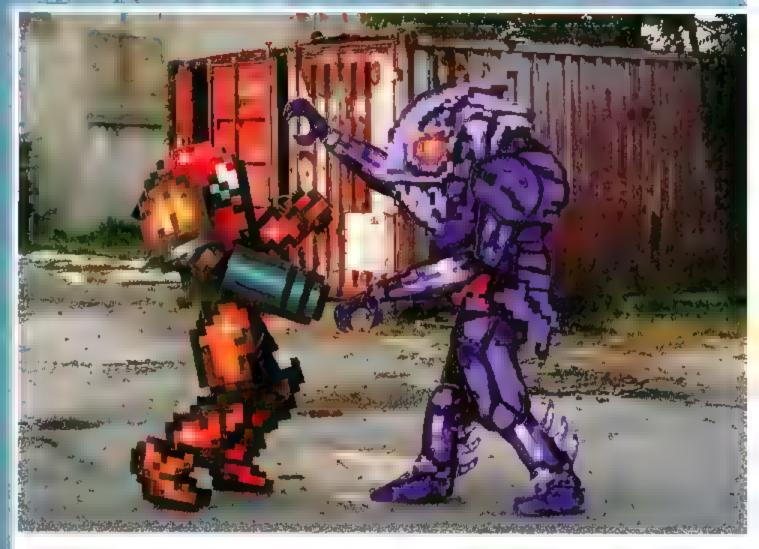
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SpongeBob	7.5	THO	267	E
SquegglePants				
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Shadow Wars		Maria and a	245	
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Transformers	4.0	Activision	530	€:04
Dark of the Moon-				
Stealth Force				
Edition				



COSPLAY

Retro Reality

These 2D costumes from Super Metroid are pixel perfection.

began life as detailed sprites on 2D side scrolling planes, and atthough most of those have been reborn as 3D characters over the last 15 years it shard to shake the mental image of what these heroes should look like. But when it comes to creating the kinds of fantastic costumes we often

feature in this section. Cospiavers are frustratingly stylined by the nesky third dimension of reality Amazingly. Hat didn't stop long line leader Damer Caffell from designing these sharp Super Metroid costumes, which depires Samus Aran and a Torizo boss mail the Infa-Diristylized glory.

"I wanted to create an effective costume that

stood out from of ters that I had seen, and do it with allinosis to audget relying entirely on my creative ablitities to make up for it "says the it 3 year old Cartell who suddes animation at Rufgers Camdee University in New Jersey. "As an animator and a prefty skinny guy), it healfy realized that I could make these costumes based on call dogs of le creations of the 2D animation sprites of a game."

Carfell wisely chose the classic Super NES adventure for his project and white Samus might seem like the obvious initial choice he actually designed the for zo nostume first. As a Metroid fair I was drawn to the Chozo Statues, which had a hismanlike form and a discinctive animation and silhouet in the reveals "settled on the forezo boss from Super Metroid as the most visually interesting ite, attornot the spirite, and stuck with that game for the remainder or this series."

Both were plained using animation software



[Above] Clearly, a lot of thought was put into how a 28-style Teripo contume would work. [Left and below] Those photos by Gurn Horizolaumor Cattoli show off the sheer awasomeness of Daniel Cattell's creations.



that let Catter determine the dimensions as compared to the human models as well as how large the dixels needed to be on the various cardboard segments from there it was simply a matter of measuring and cutting the pieces, painting on the pizels and then devising ways to lasten them devising ways to lasten them devising ways to lasten them do not a way that allowed some mobility without to eaking the sensational illusion.

Castell wore the forezo costume to the Otakon convention in Baltimore rast year, while his friend Krysta. Beicher donned the Samus one this year, and both triggered hours of standing in place for photos that have since circulated around the internet. "The best reactions are the sheer number of

people who come up and say shall this made their day considering the price paid for the invention and the other experiences there he admir's "People that convelup to investigate the cardboard saluctures are occasionally surprised to discover a persoc impde.

And I won the the creations last appearance—Catten is that rently devising a similar costume for the Super Methoid version of Ridley which he says should appear at next summer sibtakon alongside the existing costumes. But he has another plan for them as well " aim prisidering submitting them as part of my senior thesis" he notes. We drike to award him an honorary degree in awesometress.—Anomew M.



EVENT

Enforcers Assemble!

A look at the people who keep the Penny Arcade Exporunning smoothly

IN ITS ENGRY EXISTENCE PEROY Arride Exportant, has evolved from a loosely organized get together to one of the bigges, gaming conventions in the world is continues to expand, yet responsits seemingly exponential growth sells out each wear sometrales months to advance. Cast year it became burn Bullia with a Convention in Boscon as well as the one of seattle But have you ever wondered what makes this grassroots gathering of 65 000 gamers ick. The answer is simple. Enforcers, they are the Infebruors of PAX, 600 strong at last count, and growing from year to year as one Enforcer Name puls If "There are many of is We are legion and was oppoble?"

So who are these measuring, blue shift riad guardians manning the halfs of PAX? Welf-they rejust gamers accordly like you and me and more suitablishingly they re

volunteers. They come to PAX from all over the plane but rather than simply a tend the povention hey choose to sucofice their time to help out in various ways. They set up the convention has makinge arrest and attend to the needs of the exhibitors and musicians. They do highly technic as work such as lighting and lound at conce to They manage at the scale a odul troosy astrally paying to the birm with attendees Each Entrace has a nick aims ofter he same handle they use on the Penny Ade location and they work tirelessly selfles av all weekend for g

Despite their hand work and seen retir vation the Enforces committee is a genumely mark. Intendity even therety hunch. "Tisere's all emendous intount of califact adding explains to other likes. If sinst a resilve ear gipt of people to mork with the Aslanother.



Shirer puts it. When you re an Enforcer you suddenly have 600 new bes. I sends And they e awwwome And the tellowship doesn't end at PAX. We're levends all year mond even though there's DRIVENO PAXVA VEAL IT'S THE YOU have a thousand new friends when YOURGIN S really cool says LA. who went on to explain its: there as eltimo primary filites that every Enforce must follow the minis-Wil Wheaton's law and a phrase Penny At lade fans a le probably Jamhar with Don't be a #1944" the second rule. Pak is for the attendees not follow . A confinues. As long as you keep hose two things a mind so master who you do aworks ou Every Enroll e . Say theres the markets for PAX

So why do mey do it? What makes someone want to be an

Enforcer affier Francis, attend he Japan We asked his question of many kmore enal and we mostly got the same answer or hake he expolagi entiexperiente foi every one Yet is an isottled by agoung who de the same thing you like " says Chinazul "Once you teel the you if a part of it you just want to stay here and make it awesome " Gears agrees "The attendees of PAX make PAX They make it worth it " he explains Agorhei Ento Cel Spydithty fold as, affended PAX for three years, and Just had a great time And figs out this time feable work with some or the people who are my fire rds, and give pack for at the time hery gave to me the last three years.

We've been to PAX harvilles. and we he always hipwill away. by how mice and consider a or everyone sit on the Enlarges to the at endees of he bands and even he elebrates As he expogrows, he feeling hat you eamong friends, emains, and a lot of ha sidure to the environment trea ed by the Emorcery All all us profile much are here because we want to help with the lestival that celebrates this thing that we love." States Areaz "religible PAX throves partly because of us, but mostly beliause there are so his hy attendees who are at here because they love the same thing we do This is a really big, haldcore community of people who love games and Penny Arcade is hard prilhings not to go well when you have that big of a community of people who all just tove the same thing." - AMOY M.





Shell Squad

An unemployed area/tect creates RC shell racers, then lands a sweet job

WHEN SPECIAL through the Mushroom Kingdom, there's nothing guilt so terrifying as seeing a Spiny Shell respecially the dastardly blue one-creeping up on your tailpine. Now, Highlis to she are lined to ingenity and the help of a 30 printer. It's possible to relive that sevication white walking down the sidewalk.

Michael Curry, a 28-year-old architect from Kansas City, Missour used to design sports arenas and stadiums, but during a legent period of unemployment he used a Maker Bot 30 princer to disparing these amazing lemote controlled for the held rapers inspired by the cossic Mario Kart weapons. "The bos, way to describe to 30 printer! is as a small factory on your desktop that can cleate whatever you design in or download to your continues." Clery explains.

Each of the turne shells was hulf using a handfur of parts from a cheap retail purchased RC can but the majority of pluces were designed on Curiv's computer and printed out at home. And before yet ties shared the compute design mans online at www. thingiverse compsistential, so those fortunate enough to have a 3D printer within reach can create their own shet racers.

Curry says the online response has been tremendous since posting the photos and plans for all to see, but the best part of the tale is that he's since been hired as an in-house designer at MakerBol thanks to these colorful creations. "I didn't bring a resume or portfolio thus, brought two of the tartle shell racers. When asked what I could bring to MakerBol I put the shells on he table," he notes "After that the interview became two shells driving around the room and banging into each other it was great," Best interview ever—Amprew H.







These zombles may look adorable, but they'll still try to eat your brains



FANDOM

Plush Plant Power

The war between plants and zombies just got cuter

At it this rivaling between PopCap's overable garden dwell ers and brain-munching undead weren't adorable enough, video game a list turned hand crafter Afix Banegas has managed roup the cureness factor even further with these "Awww"-inspiring Plants vs. Zombies plushes

Hairing from a crafty family. The 26 year old Banegas of San Diego, California, poured her love of making 20 and 30 video game characters into her sewing machine to forge a medley of creatures from the additione backyard defense game. "I'm really paytial to the samplistic and cartoony types of characters within video games and love to try and capture their personali-

ties within the crafts—make." she enables adding that she got hooked on the game and its buobly characters.

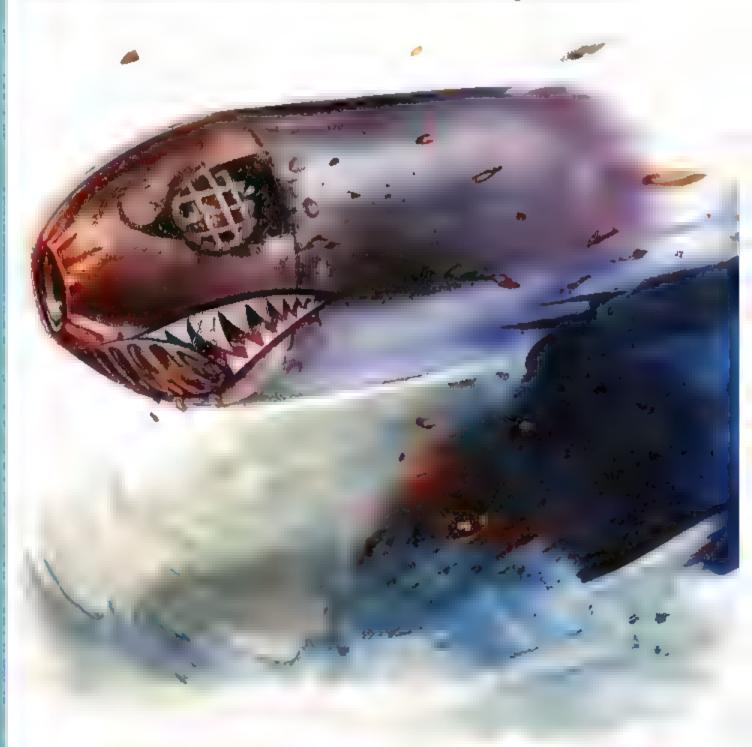
The idea to making the birs plush PvZ Peashogter came when Banegas s impled per an extra Nower put sit ing in her shed Since then, she has re-created 10 different purshes from the game using wool felt a "tie pain" some wire, and clay nots. While she loves making the now-iconic PvZ characters. Banegas has moved on to slart her own business Ariayst & Creations. and she crafts her own cute plush designs and other cieve litems that are available through her website, www.arizystiz.com.

NATHAN M.

FANDOM

Frightening Foes

Mario's enemies become monstrous beasts in these stunning fan sketches.



THE CARYDONLIKE SNEW(25) of the Super Mario universe can be challenging and frustrating in equal doses, but while they may impede your path and cause some hard feelings, it is doubtful that many players are truly terrified of those memorable foes. But would that still be the case if these tremendously detailed, fan reimagined characters were waiting for you on the other side of a green pipe?

It's fair to say these interpretations of enemies such as the Goomba, Bob-omb, and Lakitu are miles away from the vibrant versions seen in countiess gantes over the years, but that s exactly what makes them to intriguing. Mike Puncekac, a 23-year-old freelance illustrator from northeast Ohio. has been creating and posting his sketches on Ms blog, inpuncekan biogspot com to recent months, and says (be first step in transform irig an adorable adversary into a menacing beast is isolating the essential elements of the character

"Freally try to pick a few things hat make them the character hat they are," reveals Poncehar "For instance, with the Shy Guy revamped Tourid have done any hing with the hody as fong as kept that ironic mask and mod "

Puncekai is illustrations display myriad sceamponk, horror and lantasy elements, and the lifelong artist—who recently graduated from Columbus College of Art & Design—notes a variety of influences on his work, including comic artists such as Milke Mignola and Ashley Wood, as well as famed authors R.P. Loverraft and Cormac McCarthy. As a result, he says. "It was only natural to take these cartoopy characters and adapt them like thave it is what to like to do."

Amazingly, each piece is generally created within just two or three hours, with Punceka composing the artwork digitally Using Adobe Photoshop and a Wacom (ablet Starting with a grayscale design, he later adds in and edits the colors, and he sometimes performs the entire task via webcam so fans can view his process. That said, he's making a concerted effort not to futz with the artwork too much and just let each remain a stellar sketch. The Ry to just keep emiguick to make and louget on attached. These really are just for the fun of it." admits Puncekar "The response I've gotten has only been a muchappreciated bonus."

With more than a dozen Macro enemy redesigns completed and several more trained, we have a feeling the bits around his work will continue to grow. And Pencekar says he hopes to lackle some Legend of Zelda ligitated redesigns in the future, which will no cloubt summon Hyrule's hear trest fans to appreciate his inventive designs. — AND HEW H



Artist Mike Puncekar took what was once delightful and made them downright domonic, Seriously, thuse likestrations of iconic Marie haddies are the stuff of nightmares—and that makes them awesome.







MINTENDO POWER

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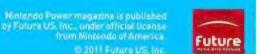
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